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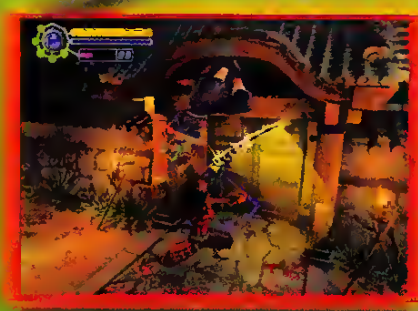
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# 龍神伝

*Long ago, in the [illegible] a [illegible] while is surrounded for help. One lone swordsman, [illegible] to [illegible], sets out to find she has the legion of demon warriors. [illegible] the power of the*







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Blood and Gore
Violence

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Since April of 1994, *Tips & Tricks* has been here to fill up your cranium with tips, codes, passwords and cheats for all your favorite video games. That's eight solid years of video-game goodness, and we've managed to keep up the level of quality that earned us the title of "#1 Video-Game Tips Magazine." Frankly, if you know of another magazine that delivers more reliable video-game tips, you're probably a refugee from another planet, an alternate time/space continuum or perhaps an insane asylum.

APRIL
No. 86
2002

**ON THE COVER:** Hone your podracing skills with our in-depth *Star Wars: Racer Revenge* strategy guide.

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## Strategies

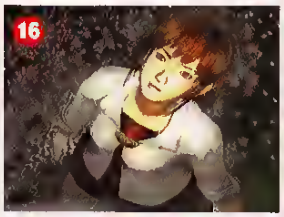

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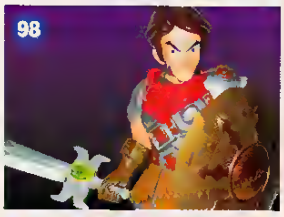

















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# Readers' tips

**Got a question or comment for the *Tips & Tricks* staff? All you need to do is put that pen to paper and write us at:**

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## ODE TO GAMES

A new era, a new age, a new world of gaming has upon us this day! The GameCube, the Xbox, the PS2...new systems, a marvel and wonder of technological superiority over the days of old. New games...old ones reborn...a feeling of gaming not felt in a long while...the lit eyes of true gamers... the fascination of a wondrous new prospect of what gaming is

I eat, sleep and breathe games, much like yourselves. I fall to sleep and awaken every morning with stacks of video-game magazines piled next to whatever I happen to be using as a bed. I have two TVs in the living room—one for watching, one for playing—and games and systems of all kinds. I take my N64 to school for lunches; my friends and I hold *Super Smash Bros.* tournaments amongst ourselves. I take my Game Boy Advance and play *Castlevania: Circle of the Moon* whenever I have a free minute. I also happen to write the unofficial video-game column in my school's newspaper.

Truth be told, we are entering a new era of gaming, new and old gamers alike. I can still remember the first time I beat *Chrono Trigger* for the Super Nintendo...and now I'm looking forward to not just a new game, but a whole new set of systems to play these great games on. I know that *Tips & Tricks* must understand how I feel; I fancy myself a "true" gamer, and I let the sap of information drip from the pages of your magazine every month unto my awaiting mind.

In recognition and honor of the new age of video games that now dawns upon us, I would like to be the first to kiss butt. You're a magazine that has never disappointed yet, and on behalf of all your subscribers, I want to thank you for being here for us as much as we hope we are for you. We hope that as long as games continue to be brought into existence, so too will a *Tips & Tricks* arrive in our mailboxes every month, ready to soak our minds and palpitate our hearts in anticipation of what's inside the pages. So if you're willing to pledge years of *Tips & Tricks* to come, we (the readers) are ready to pledge our complete devotion (and subscriptions) to you. You are truly the stuff gamers are made of.

—Jason "OJ" Brown
Bellevue, WA

*Uh...OK, thanks.*




**The relatively powerful processor of the Game Boy Advance allows it to draw polygons much faster than the Super NES could.**

## GBA VS. SNES VS. PLAYSTATION

Hey, *Tips & Tricks*! I have a question about the Game Boy Advance. My friend says that a GBA has the same power as a PlayStation. I think it has the power of a Super NES. Who's right?

—Zack Kaminski
Ladylake, FL

*While the graphics of Game Boy Advance games seem similar in quality to what the Super NES can generate, in reality the GBA's capabilities lie somewhere between those of the SNES and PlayStation.*

*For example, the central processing units inside the GBA and PlayStation are 32-bit chips, which are technically more versatile and efficient than the 16-bit processor of the SNES. What's more, the processing speed of the GBA's CPU is roughly five times faster than that of the SNES, while the PlayStation's CPU is roughly twice as fast as that of the GBA. Screen resolution is another important factor to consider when comparing these systems. In this category, the Game Boy Advance sports the tiniest dimensions: 240 x 160 pixels. On the other consoles, screen resolution could vary depending on how each game was programmed, but the most common resolution used on the Super NES was 256 x 224 pixels. Even though it could draw up to 512 x 448, very few games used the highest resolution. The PlayStation, on the other hand, can handle anything from 256 x 240 to 640 x 480.*

## CONVENTION MENTION

I am a huge fan of the *Final Fantasy* series. I especially love *Final Fantasy X*. But I am not particularly fond of *Final Fantasy XI*; I think it's stupid. I have an idea for a *Final Fantasy* convention, where *Final Fantasy* lovers could see and meet *Final Fantasy* characters. They could have contests and prizes like weapon replicas or a mini chocobo...that would be so cool! So I was wondering: Could you please send this idea to Squaresoft? It would mean a lot to me.

—Mark Monterola
Jacksonville, FL

*We like your idea, so we're printing your letter right here, where it's sure to be seen by our friends at Squaresoft (and a few hundred thousand other people). Unfortunately, they're also going to find out that you think* Final Fantasy XI *is "stupid," which might surprise them because the game hasn't even been released yet.*

## TOKEN OF THE MONTH



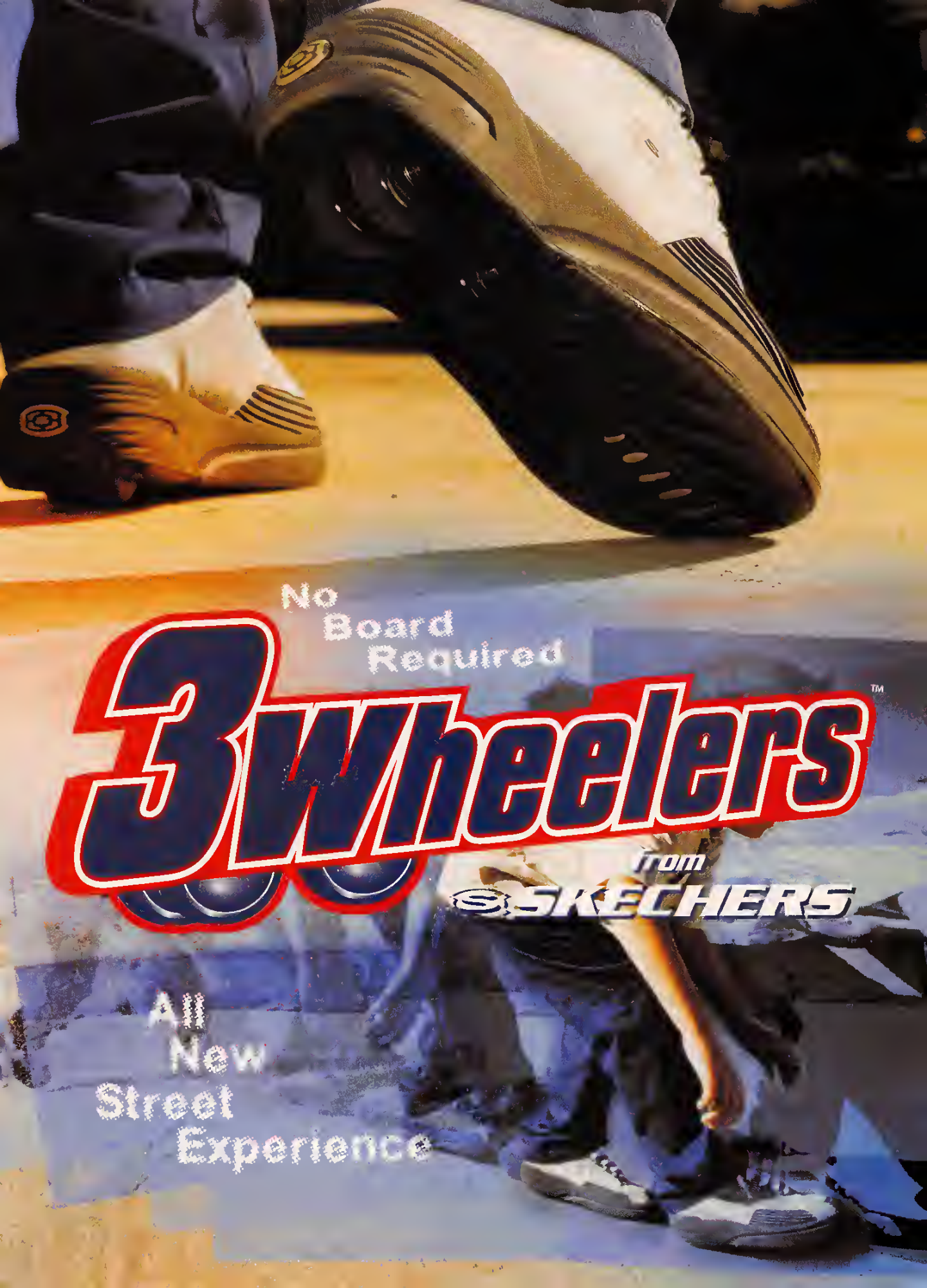




**This month's token is from the Space Station arcade in Anchorage, Alaska. It was sent in by Trisha Van Hall from Eagle River, Alaska. Thanks, Trisha!**

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

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# STAR WARS RACER REVENGE

by
Pat Reynolds



**With a new Star Wars movie looming large on the horizon, the inevitable wave of video-game tie-ins has begun! *Star Wars: Racer Revenge* takes place just before the Episode II timeline, with a vengeance-minded Sebulba looking for payback against an older and more powerful Anakin Skywalker. Anakin, bored with his life as a Jedi Padawan, has returned to the podracing circuit to find adventure. *Racer Revenge* brings a fighting-game mentality into the racing genre; the new ability to damage you opponent's pods and destroy them completely (and vice versa) adds new intensity to an already fast-paced game. This guide will help you to hone your skills as a podracer and make the most of the various vehicles and shortcuts.**

## Podracing Basics

Anyone who has seen *Star Wars: Episode I* will remember the high-speed, high-stakes podrace sequence. *Racer Revenge* puts you in control of a powerful podracer; in order to succeed, you'll have to make split-second decisions on every course. Each track consists of branching paths, shortcuts and dangerous obstacles. You'll need to make strategic use of your pod's abilities and your own reflexes to win. Your pod comes equipped with booster jets and an auto-repair mechanism. Knowing when to use this equipment is vital to success. The most important thing to keep in mind when trying to win a race is that colliding with anything—other pods, walls, obstacles—will dramatically slow you down. Use your brakes (□ in the default control configuration) and the power slide button (default=**R1**) to swing through sharp turns and around curves without scraping the sides to maintain your position.

## Boosting



You can boost at any time, for as long as your engines can hold out. When you hold the boost button (default=**R2**), a heat gauge will begin to fill. When it's completely full, your engines will begin to take damage and you'll hear a warning tone. If you let your engines completely deteriorate, your pod will explode and you'll lose the race. To get the most out of your booster jets, use them on long, straight stretches and when ramming into other pods, as discussed later in this guide. When the heat gauge fills, you can continue boosting for a few seconds if you need to put extra distance between yourself and your opponent.

## Race Like Anakin, Fight Like Sebulba!



Unlike the original *Star Wars: Episode I Racer* on the Nintendo 64, in *Racer Revenge* you have the ability to damage and destroy your opponents. Slamming into other pods will damage them, and you can track the status of your opponent's pod via the "health bar" that appears above it. Try combining boosters with sideswipes against other pods to maximize the damage you can inflict. Destroying another pod will take that racer out of the event, narrowing the field of competitors ..and you'll also receive a cash bonus at the end of the race for contributing to Watto's stash of spare parts. If you want to maximize your K.O. count on each course, stay behind the pack and pick on the racer in last place. This way, you won't have to deal with other racers interfering with your fight (or worse, finishing off an opponent you've worked hard to damage). Continue to wreck the trailing racers for the first two laps, then use Lap 3 to speed into first place. Generally, you'll be able to get two to four K.O.s and still win the race, collecting a hefty bonus for your trouble.

## Repair

Collisions with walls, obstacles and other podracers will damage your engines. (Note: Other pods will only damage you when they hit you, but you'll be immune from taking damage when you're hitting them.) Holding the repair button (default=**L2**) will fix the damage and bring your engines back to peak performance, but you'll suffer from degraded speed and handling for the duration of the repair. Get into the habit of holding the repair button whenever you need to reduce your speed anyway—for example, when cornering or negotiating areas full of obstacles. Keep an eye on your engine status indicator and repair whenever the damage meter shows yellow or red. Keeping your engines in top shape will keep you in the race.

## Managing Your Upgrades



After each successful race in Tournament mode, you'll get the opportunity to purchase upgrades for your pod with your winnings. Analyze your performance after each race and spend your money on upgrades that will help with your particular gameplay style. Are you falling behind the pack too often? Buy parts to increase your top speed, acceleration and cooling. Hitting the walls? Pump a few trugats into handling to make those sharp turns easier. Is your pod getting badly damaged during the races? Increase your defense and repair attributes to make your vehicle sturdier and harder to destroy.

## Tracks

Use this guide to maximize your lap times by taking all of the good shortcuts and avoiding the bad ones. There are two kinds of shortcuts. The first, which I'll call "mapped" shortcuts, are easy to find because they're plainly visible on the course map in the upper right corner of the screen. The second type, "hidden" shortcuts, do not appear on your map and are often difficult to spot in the track. It's no coincidence that these are often the best shortcuts, putting you out in front of the pack. This track guide will show you all of these various shortcuts and give you tips for making the most of them.

# THE MOS ESPA OPEN—TATOOINE

*The first course is designed to get you used to the feel of podracing. The lanes are fairly wide, the turns are very gentle and there are no major obstacles or surprises to impede your progress around the track.*



The first split in the path comes right after the start of the race. Take the right path if you want to try out your pod's boosters; it leads up and over a series of columns before rejoining the main track. If you feel like some real daredevil racing, look for the hidden tunnel opening to the right of the series of columns and aim for it (you can hit it by veering right from the second column). This hidden shortcut will put you way out in front! The left route simply runs straight ahead with no interesting diversions



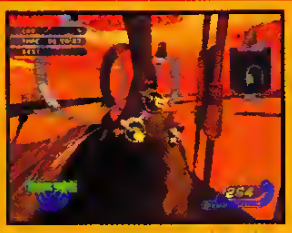
The only other path decision you'll need to make during this race occurs at a second split in the road. Stick to the right path this time; as the inside track, it will shave time off your run and put you ahead of any opponents who opted for the left branch.

# SORO SUUB FACILITY—SULLUST

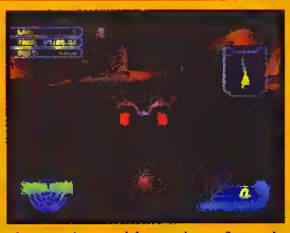
*This enclosed track offers you the first "big" shortcuts and dangerous obstacles of the game, but it's still relatively easy.*



You'll find the first—and biggest—shortcut just after the starting line. It cuts sharply to the right (use the map to spot it) and it really helps put you ahead of the competition early in the race



When you hit the tube, it's wise to try to stay near the center instead of riding all over the sides and ceiling. Not only is that option disorienting, but it will slow you down and let the other racers pull ahead



Near the end of the track is a ramp leading through a short tunnel to the right of the main course. This shortcut gets you ahead of the pack quickly and is often the deciding factor in a tight race. If you don't get into the habit of using it, you might find yourself choking on another podracer's dust at the finish line.

# OROTORU G'AM—MON CALAMARI

*The track here is divided into a high road and a low road. The ground path is full of obstacles that make progress dicey. It's best to catch a ramp up to the high road as quickly as possible if you're looking to get out in front. However, if you're in the mood to do some damage, staying at ground level gives you more room to work.*



After the race begins, hug the right wall and you'll find the ramp leading up. Don't sweat it if you miss it, there are a couple of other opportunities to get onto the high road just after the ramp



You'll stand a better chance of making it through this section with its many obstacles if you stick to the left wall. If you have the skill and can race along the "inside" portion on the right, it'll get you ahead faster, but you run a greater risk of miscalculating and slamming into one of the posts.



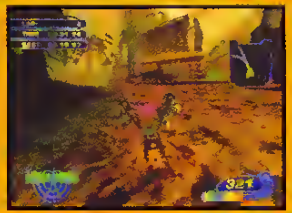
Near the end of the track, you'll hit this multi-tiered section of track. Stay up on the high path for as long as you can, you'll be able to boost straight off of the high path to the finish line. Trying to cut across to the lower sections will only waste time

# THE WATCHTOWER RUN—GAMORR

*The Watchtower Run is the final track in the first circuit, and the difficulty ramps up slightly here. However, it's a very straightforward course with no major shortcuts.*



All of the splitting paths on this course veer off and then come right back to the main track. It doesn't make much difference which route you choose, just don't become indecisive and slam into a statue or one of the other obstacles sitting between the tracks



Use your boosters on the wide-open, gentle curve near the end of the course to get ahead of the competition

# THE BRIGHTLANDS—RYLOTH

***This is the first course that will really test your handling abilities through narrow, curving pathways.***



The single big shortcut you'll definitely want to watch for on The Brightlands run comes near the beginning of the course. Look for the giant skull and bones sitting near the side of the path and steer hard to the right to catch the turnoff. At first it looks like the route will take you away from the main path, but it actually doubles around to put you on an inside track before returning to the main course.

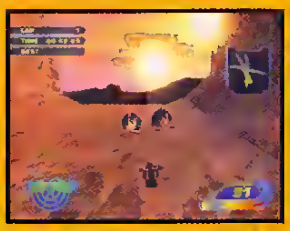


As you approach the finish line, you'll hit a long strip leading up to the main structure. This is the time to boost for all you're worth—it's a straight line through to the finish, so if you need some extra go to get past any opponents, this is the time to use it.

# THE BADLANDS—TATOOINE

***The Badlands is the first course where you'll be forced to rely on a large number of shortcuts just to stay in the race. There are even shortcuts within shortcuts on this track! Stick to the route outlined below to grab the win.***





Here's the first part of a long shortcut that will win you this race. Steer left at the split in the road and follow the trail past the Jawa sandcrawler. It's possible to build up some boost speed and soar over the ravine just past the 'crawler—which is also a decent route—but to make the most of the Badlands shortcuts, you need to drop into the ravine and head left into the open section full of moisture farms.



Look for the circular pit in the middle of the area and drop into it, aiming for the closed doors. The doors will fly open and allow you to enter a long tunnel running under the main pathway. Boost like mad through the tunnel and you'll come out in the lead, the computer opponents never make use of this shortcut.



Finally, watch the map carefully for another sharp left turnoff that runs inside of a nasty curve on the main path, allowing you to further your lead. This shortcut comes up fast and is almost impossible to see until you're right on top of it. As you approach the end of the course, stick to the raised path on the left to avoid the obstacles on the right.

# THE BALLAST COMPLEX—MON CALAMARI

***This course begins in the familiar city but quickly descends into the winding, tricky ballast complex below the streets. There are two big shortcuts you can use to make navigating this track a lot easier.***



Before the descent, use the ramps to avoid the posts at ground level and move you along quickly.



There's a big shortcut near the beginning of the course—it's marked on the map and turns off from the main path to the right. Use this tunnel to get ahead and avoid the obstacles on the main path.



When you enter this tunnel, start on the right side to avoid the pipes to the left, then change over to the left side to avoid the large obstacles on the right.



Here's another section of tubing similar to the one on the Soro Suub track. Stick to the middle of the tube as before to get through quickly.

# RUINS OF CARNUSS GORGULL—GAMORR

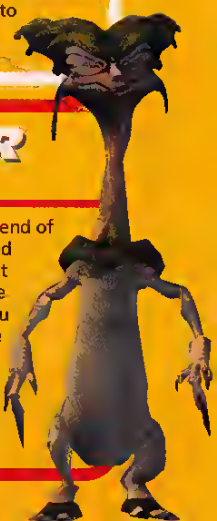
***This is a short track with many curves and only a couple of shortcuts.***



When the path branches into three routes near the beginning, stick to the far left path, which takes you inside and will put you in the lead when the different routes converge.



Watch for the second shortcut near the end of the track, after going through the ruined spaceship. It's marked with a torch and it veers off to the left at a nearly 90° angle. This is an incredible shortcut; it takes you straight through to the main path while the other route meanders around a wide curve and then forces a sharp turn to rejoin the path. If you don't get into the habit of taking this shortcut, it can very easily cost you the race.



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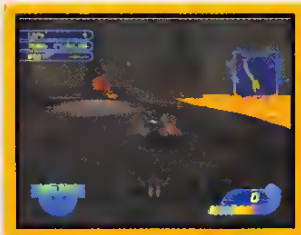
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# SERRES SARRANO—SULLUST

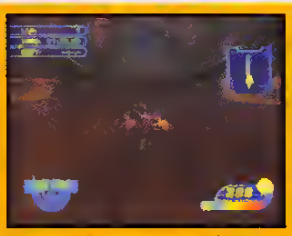
***Serres Sarrano is a fun course with a couple of big air opportunities and some neat shortcuts. At the start of the [illegible] se after the bend to the left, boost to build speed before the drop-off and you should be able to enter the highest tunnel and save time.***



In the second lava area, ignore the arrow sign pointing to the left and race up the ramp to the right instead Boost to get over the small gap, then steer sharply to the right to stay on the raised inside track all the way to the tunnel. Alternatively, you can steer hard right and zip across the lava bed (podracers are hovercraft, after all) and then back around to the track.



When you hit the bridge, stay on it. If you drop down, you'll lose valuable time.



Hold the boost button as you approach this ramp near the end of the course. If you have enough speed built up, you can fly through the air [illegible]ht into the tunnel ahead and save a lot of t[illegible]me

# THE GRAND REEFS—MON CALAMARI

***The paths on this track are full of curves and there are a couple of places where it becomes easy to fall behind unless you know the shortcuts.***



This narrow bridge is the quickest way through the early section of the course Stay in the center, it's easy to get hung up on the sides. Hit your booster on the bridge to catch some air and gain ground



When you hit the first section with a lot of water, steer hard left and avoid the narrow path between the big rock and the wall. This will save you time



Here's the big shortcut on this track Right before you hit the light gray pathnear the end of the course, cut to the left just in front of the arrow marker. Follow the water around as it leads back to the main path.



# THE CITADEL—GAMORR



Stick to the left path at the first split, but then follow the turnoffs to the right after this



Keep an eye out for this turnoff to the right It cuts straight across and rejoins the bridge up ahead, easily the best shortcut on this course More importantly, the computer racers will use it constantly, so you'll have to do it as well or you'll fall behind.



When you hit this wide open stretch on the fortress, you can use your boosters to their full extent to catch up to the opposition or increase your lead.



When you enter the cave near the end of the track, stay to the right to save time Remember that you'll need to veer hard to the right after leaving the cave to find the finish line

# THE NIGHTLANDS—RYLOTH

***The Nightlands track is full of narrow, twisting paths with crystal and rock outcroppings to hamper your progress. It will require perfect handling and reflexes to excel here.***



Shortly after the start of the race, you can spot the first shortcut, a narrow inside track to the right of the main path. Don't take this one unless your handling skills are great---if you slam against the walls too much on this path, it's better to stay on the main route



The first big fork in the path will sneak up on you immediately after you hit a downward slope Aim for the left branch to save time Once again, this path is more narrow than the main route, but it'll shave precious seconds from your time, which is essential for beating the Best Lap record



The most important shortcut on this track comes as you enter this rocky area. Look for the opening to the left and be sure to steer hard to the right as soon as you enter the shortcut If you miss this shortcut, you'll lose a lot of time

# BOONTA EVE CLASSIC—TATOOINE

*This is it: the final race, on the course made famous in* Star Wars: Episode I! *Fans will recognize the shortcuts and scenery of this course, which is the toughest test of your skills in the game.*



After the start, stay to the right to hit the raised section of path and avoid the obstacle-littered lower area to the left



Stay to the left when you enter the first area filled with rock formations. Follow the wall as it curves around and puts you on course for the next section.



Follow in Anakin's footsteps by using this ramp to soar past a nasty section of track and get ahead of the competition. The ramp comes up fast—look for the small hut just before the ramp, then hug the right wall to hit it.



When you reach the rock arches, stay to the right; you'll find a nearly straight path that leads right through them and into the next section.



After racing through the ravine, you'll enter a short cave. Look for a nice shortcut to the right as soon as you enter the cave.



This wide, gentle curve is your best opportunity to boost before entering the final section of winding track just before the finish line.

## Secrets

**What *Star Wars* game would be complete without a whole load of hidden characters and secrets? Read on for the scoop on what you can unlock in *Racer Revenge*!**

### Hidden Racers

The following is a list of racers who are not available at the start of the game and the method for unlocking each of them.



**Clegg Holdfast**
Take 1st place on Watchtower Run.



**Mawhonic**
Place higher than the track favorite (or K.O. the track favorite) on the Brightlands course.



**Gasgano**
Place higher than the track favorite (or K.O. the track favorite) on the Badlands course.



**Knire Dark**
Place higher than the track favorite (or K.O. the track favorite) on the Ballast Complex course.



**Kraid Nemmeso**
Place higher than the track favorite (or K.O. the track favorite) on the Ruins of Carnuss Gorguul course.



**Wan Sandage**
Place higher than the track favorite (or K.O. the track favorite) on the Serres Sarrano course.



**Mars Guo**
Place higher than the track favorite (or K.O. the track favorite) on the Grand Reefs course.



**Scorch Zanales**
Place higher than the track favorite (or K.O. the track favorite) on the Citadel course.



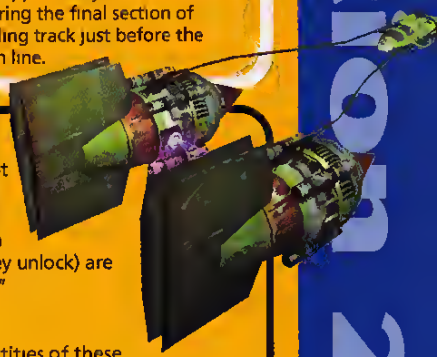
**Tzidik Wrantojo**
Place higher than the track favorite (or K.O. the track favorite) on the Nightlands course.



**Sebulba**
Place higher than the track favorite (or K.O. the track favorite) on the Boonta Eve course.

### Art Galleries

There are three hidden galleries of concept art that you can unlock by placing 1st on the last track of each circuit—Watchtower Run, Ruins of Carnuss Gorguul and Boonta Eve. The art galleries (in the order that they unlock) are called "Podracers," "P lots" and "Planets."



### Secret Racers

LucasArts asked us not to reveal the identities of these five super-secret racers, but said that we could tell you how to unlock them. Believe me, they're well worth finding! Note that these characters unlock in Tournament Mode only, although you can complete the requirements for some of them in any mode. In these cases, you'll need to complete any Tournament mode race with any character after completing the requirements to unlock the character.

**Secret Racer #1**
Complete the Tournament mode with Sebulba (you'll need to unlock Sebulba first by beating him on the Boonta Eve track).

**Secret Racer #2**
Beat the single-lap Hall of Fame Best Time on every track. You can do this either in the Tournament, Time Trial or Single Event modes. (Tip: Use the Time Trial mode, it allows you to play the course indefinitely, and you'll begin each new lap with full health and boost.)

**Secret Racer #3**
Beat the three-lap Hall of Fame Best Time on every track. You can do this in Tournament, Time Trial or Single Event modes.

**Secret Racer #4**
Beat the Hall of Fame K.O. record for every track. You can do this in Tournament, Time Trial or Single Event modes. (Tip: Unlock Secret Racer #1 first and complete this requirement using that racer for easy success.)

**Secret Racer #5**
Unlock Secret Racers 2, 3 and 4, then complete the Tournament mode with any one of them.

# FATAL FRAME

BY CHARLOTTE CHEN

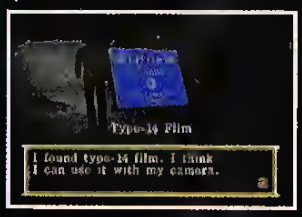


Despite what your current stance may be on the existence (or non-existence) of ghosts, the cold, hard truth is that soma day every last one of us will find out for sure. *Fatal Frame* uses true accounts of unexplained phanomena as the basis for a storyline that sends us deep into a world where tha presence of spirits can literally be felt; in the vibration of the controller, in the whispers coming from the walls and in the ways the Himuro Mansion becomes subtly twisted and altered. Since the point of *Fatal Frame* is to scare you senseless, I will not provide any advance warnings about game events which were designed to frighten you. Basic exploration is left up to you with tha excellant in-game map; there is no danger of you getting lost. Check the Ghost List at the end of this guide for a comprehensive list of all 108 ghosts, their names, tha nights they appear and how to capture them (if tha shot is particularly difficult).

## CAMERA BASICS



In the first-person view, you can see ghosts through your camera's viewfinder. The ghost can be photographed only when it is "in focus," which is indicated by a glowing blue circle. The longer the ghost remains in focus, the higher the charge will get on the Mystical Power gauge (the row of strange characters at the bottom of the viewfinder). Photographs are graded; if you're nervous and have an itchy trigger finger, you'll take a series of low-powered, low-scoring shots. Get a grip! Film isn't cheap, and points are necessary in order to upgrade your camera's basic performance and to add Bonus and Special Functions. Upgrading your camera is incredibly expensive, so choose wisely. Also, remember that you can only equip one Bonus and one Special Function at a time. Bonus Functions spend one Spirit Stone with each use.




***Important!* Remember this essential tip:** Conserve your high-powered film for when you really need it! You can always refill up to 30 exposures of the low-grade Type-14 film at any save point, but the higher-grade film—especially Type-74 and Type-90—is extremely rare. I wouldn't start using even the Type-37 film until the very end of the first night.

## PHOTOGRAPH TYPES

**Zero Shot**—When the capture circle glows yellow.
**Special Shot**—When a Zero Shot is also the fatal blow.
**Core Shot**—The ghost's head is centered in the lock circle (the small inner circle on the viewfinder.)
**Close Shot**—Take the shot when the ghost rushes at you.
**Double Shot**—Shoot two ghosts at once.
**Triple Shot**—Shoot three ghosts at once.
**Pressure Shot**—Use the Bonus Function to push ghosts backwards.
**Slow Shot**—Use the Bonus Function to make ghosts move slowly for a limited time.
**Find Shot**—Use the Bonus Function to follow the ghost's movement.
**Bind Shot**—Use the Bonus Function to paralyze ghosts for a limited time.

## BASIC PERFORMANCE UPGRADE COSTS

| | Lv. 1 | Lv. 2 | Lv. 3 | Lv. 4 |
|---|---|---|---|---|
| Ranga | 0 | 4,000 | 12,000 | 24,000 |
| Speed | 0 | 2,000 | 6,000 | 12,000 |
| Max Valua | 0 | 6,000 | 1B,000 | 36,000 |

## BONUS FUNCTIONS

| | Cost | Benefit |
|---|---|---|
| Pressure | 16,000 | Push ghosts back. |
| Slow | 18,000 | Slows down ghosts' movement for a limited duration. |
| See | 12,000 | Makes the ghosts more visible for a limited duration. |
| Paralyze | 20,000 | Stop movements of ghosts for a certain duration. |
| Search | 14,000 | Searches for locations of ghosts and tracks them automatically. |

## FILAMENT





Your camera is equipped with a sensor, a small square on the viewfinder that will glow yellow if there is a spirit nearby or blue if there is a clue nearby. When not in viewfinder mode, the filament is on the bottom right of the screen. The filament glows more brightly if you are facing the target and if you are standing near it. This is a useful tool for photographing ghosts which tend to disappear behind you or finding ghosts that are not visible to the naked eye. You'll need to get all 108 ghosts on film if you want to unlock the last and most powerful Special Function of your camera. Sometimes the filament will only respond when you look directly at a clue. In these cases, you'll hear an audio hint, like a voice or static to help you locate the ghost's position.



***Note:*** You can only equip one Bonus Function at a time. If you press L1, you'll execute the special attack and lose one Spirit Stone Since Bonus Functions are very expensive, I chose to save up points until I could purchase Paralyze, then I concentrated on upgrading the speed and power of the camera.

# SPECIAL FUNCTIONS

| | Cost | Benefit | Requirement |
|---|---|---|---|
| **Sense** | 42,000 | Enables radar to gauge the direction of ghosts. | Must clear Battle Mode. |
| **Chase** | 64,000 | Automatically face ghosts when you press L1. | Must clear Battle Mode with "S" ranking. |
| **Zoom** | 80,000 | Enhance zoom function (L2/R2) | Must clear game first |
| **None** | 74,000 | Shoot photos without using film. | Must complete Story Mode on Nightmare Difficulty. |
| **Zero** | 92,000 | Mystical Power gauge retains maximum charge at all times. | Must capture all 108 ghosts first. |

# ITEM LIST

| | |
|---|---|
| **Herbal Medicine** | Restores half-energy. |
| **Sacred Water** | Restores full-energy. |
| **Stone Mirror** | Revives you to full health automatically if you die. You can only carry one at a time. |
| **Spirit Stone** | Enables you to use Bonus Functions when you press L1. Every time you use a Bonus Function one Spirit Stone is depleted from your inventory. |
| **Type-14 film** | Weak exorcismal power. Can refill up to 30 exposures at every Save Point. |
| **Type-37 film** | Moderate exorcismal power. |
| **Type-74 film** | Very strong exorcismal power. |
| **Type-90 film** | Strongest exorcismal power. |

# ALBUM




You can save up to 24 photographs in an album, and you can create and edit albums at the title screen or at any save point. The Album will be saved separately from your game file. If you don't create an album, you will only keep the most recent 24 photos you've taken in your Photo file.

# STRATEGY GUIDE



## HIMURO— INTRO



- **Fireplace, 2nd Floor**

Check the notebook, then return to the Rope Hallway.

**Ghost:** Bound Man
A simple battle. The ghost is slow-moving and weak. Wait for your charge to build up before shooting.



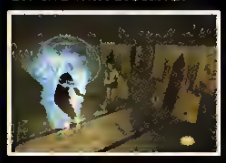
## THE STRANGLING RITUAL— 1ST NIGHT

- **Fireplace**

Investigate everywhere upstairs, then go downstairs and check the folding screen.

- **Kimono Room**

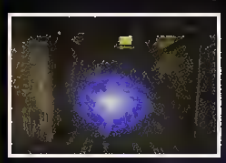
**Photograph:** Mirrorstand → Ornamental Lion Mask
Go to the Fireplace Room and get the Red Handmirror from the Lion Mask, then bring it back up. Use the Red Handmirror on the mirrorstand.



**Ghost:** Editor
Use the wide space in the Kimono Room to keep your distance, backing up as you charge the camera. Look at the way the room ripples; it marks the passage of the ghost's movement even if you can't see it clearly.

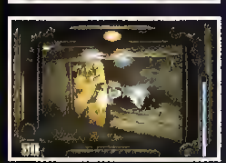
- **Fireplace**

Unlock the door on the second floor. Save and restock film in the Anteroom on the right, then go through the Tatami room and down the walkway to the first floor.



- **Walkway, 1st Floor**

**Ghost:** Man w/Long Arms
He's slow, so just back up as he approaches, keeping him centered so you can charge the camera.



- **Grand Hall**

**Ghost:** Floating Woman
She attacks from above and moves fairly quickly compared to the other ghosts. Keep the □ button depressed and follow her movements to charge up.

- **Burial Room**

**Photograph:** Cherry Atrium door → Storehouse



**Storehouse**
Check the combination lock on the Storehouse (the inner door on first floor of Walkway). The topmost symbol is 0 and the numbers increase as you move counterclockwise. Enter 1312.

**Photograph:** Dresser behind ladder → Seductress (Cherry Atrium seal breaks)

- **Cherry Atrium**

**Photograph:** Doll Room door (nearest one as you leave the Burial Room) → Waterwheel
**Photograph:** Stairway door → Japanese Doll Shelf



- **Abyss**

**Photograph:** Unlit lantern → Lit Lantern.
**Photograph:** Waterwheel → Woman Pulled In (Doll Room seal breaks)

- **Doll Room**

**Photograph:** The end of the long table → Child Onlooker (Stairway seal breaks)



**Ghost:** Crawling Girl
Keep your lens pointed downward. She will teleport behind you sometimes, so keep an eye on your filament. Use △ to turn around quickly while in viewfinder mode.



- **Stairway**

Pick up the Lighter and light the lantern in the Abyss to get the Black Carving.


Cigarettes contain ammonia.
So does dog poop.
Knowledge is contagious.
Infect truth.

Cigarettes contain ammonia.

So does dog poop.

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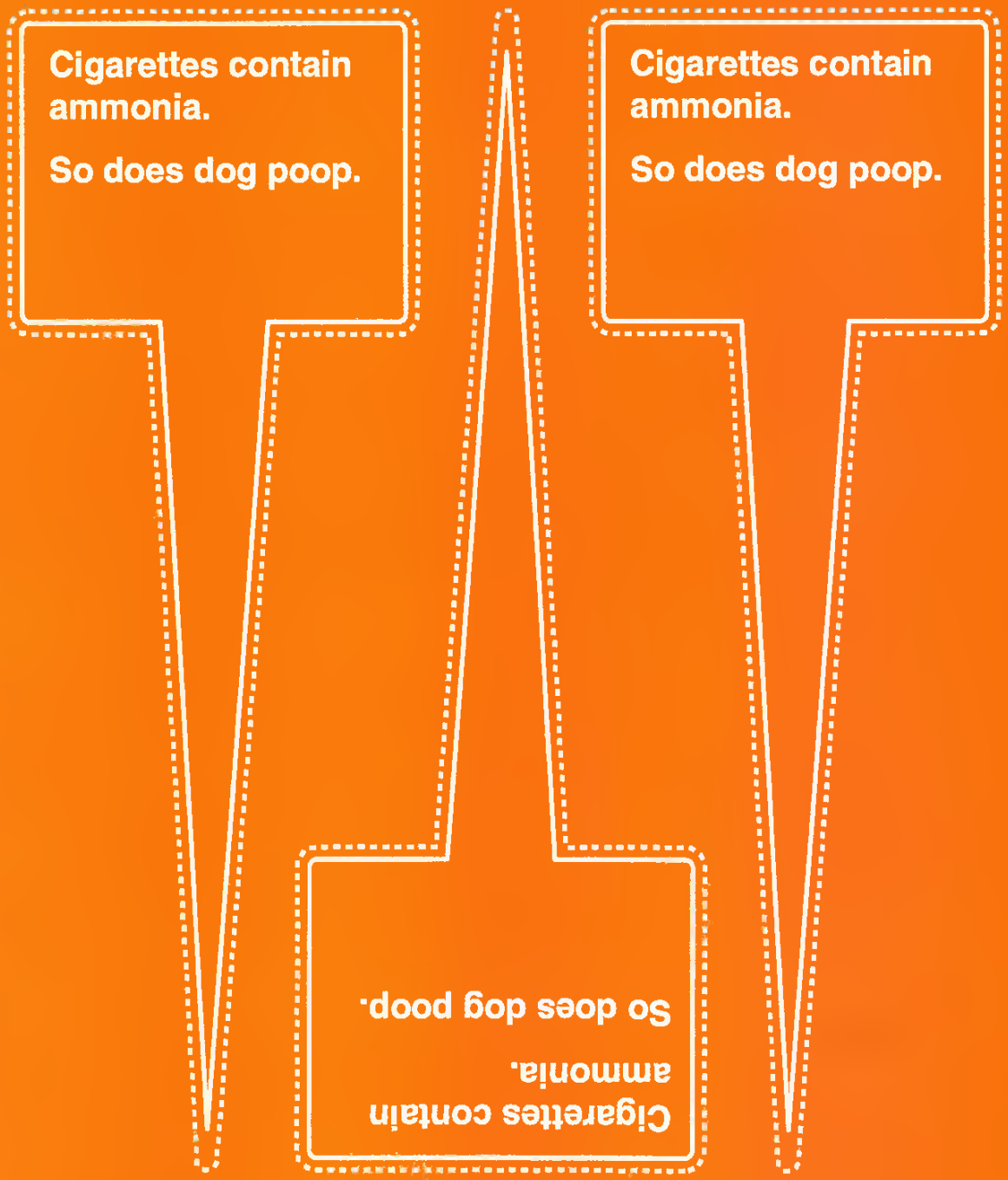


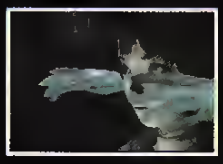
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3

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Cigarettes contain ammonia.
So does dog poop.
Cigarettes contain ammonia.
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**• Fish Tank Room**
**Ghost:** Assistant
It's hard to maneuver across the planks. Get across the room from her and try to keep her targeted as long as you dare to charge up your shot. If she gets near, run to the other side of the room and repeat. There's a combination lock on the opposite door; enter 3669.

**• Backyard**
**Ghost:** Assistant
Use the same technique as earlier. You have more room to maneuver now.



**• Naruhami Shrine**
**Ghost:** Novelist
He attacks after you photograph his image on the ceiling. This is the hardest battle so far; he is fast and will circle around you quickly. Keep the □ button pressed throughout to keep up with him. Now is the time to start using your Type 37 film. There is also a Stone Mirror just outside the shrine that you might be able to pick up in the middle of the battle (if you don't already have one). Afterwards you'll see a picture of the Shinto Gate just outside.



**Photograph:** Altar → Missing Buddha Doll
Go outside and check the pillar to the right of the shrine entrance to get a Headless Buddha.



**Photograph:** Grid Box → Buddha Puzzle Solution
Match the bloodstains on the Buddha Dolls with the bloodstains on the box. The altar unlocks to reveal a piece of the Holy Mirror.

**Ghost:** Kirie
You cannot attack her, and any photographs you take (even when they are in focus) will not earn any points. Let her capture you.



# DEMON TAG—2ND NIGHT

**• Doll Room**
**Photograph:** Wall → Demon Tag Scroll
Follow the little boy to the Backyard, but stop and save in the Rubble Room first.

**• Rubble Room**
**Photograph:** Corridor entrance → Well in Backyard

**• Stairway**
**Photograph:** Fish Tank Room door → Staircase
Check underneath the staircase behind you until your filament turns blue.
**Photograph:** Staircase → Vengeance in Wall (Fish Tank Room seal breaks)

**• Fish Tank Room**
Enter 2611 on the combination lock.



**• Backyard (Save Point)**
**Ghost:** Girl in Well
She's rather strong; it seems like the younger ghosts are exponentially more powerful than older ones. Definitely use Type 37 film, unless you've got steady enough nerves to wait for a full charge with your Type 14 film. Use the large area to keep your distance from the ghost. Afterwards, you get a Blue Carving.

**• Rubble Room**
The Carving lock is solved the same way; just match the symbols. Still easy enough for you to do it on your own.

**• Corridor**
There is a Stone Mirror in a small hole near a pillar on the right.
**Photograph:** Demon Mouth door → Stone Burial Mound (in Abyss)

**• Abyss**
Check the Stone Burial Mound at the end of the bridge for a Purple Carving.

**• Corridor**
You should save in the Rubble Room before going through here.



This Carving lock is a little trickier than the others.There are seven moves permitted. I've designated the spots, starting from the top and moving clockwise: top, upper right, right, lower right, bottom, lower left, left, upper left. Here's how to move the stones:

1. left → upper left
2. right → left
3. bottom → lower right
4. upper left → bottom
5. lower left → upper left
6. upper right → lower left
7. right → upper right

**• Demon Mouth**
Check the large doors at the bottom.
**Photograph:** Pillar → Blinding Mask



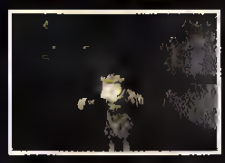
**Ghost:** Blinded
There's not much room to run at the bottom and I don't recommend climbing the ladder. Just keep going around the perimeter, giving your camera a chance to charge before taking shots. Afterwards she'll drop matches and reveal a Candlesticks photograph.



**• Burial Room**
Light the candlesticks in the following order:
1. Red furthest left.
2. Red furthest right.
3. White furthest right.
4. Red furthest right.



**• Doll Room**
Hang the Demon Tag scroll on the wall.



**• Fireplace, 1st Floor**
**Ghost:** Boy Hiding
He'll come at you in a dive, so look for him near the ceiling or clock before taking aim. He's a child ghost, so he's fairly strong. If you're having trouble, you should see about upgrading your camera. Sometimes he walks along the rafters overhead. You'll get back the Mirror Piece after the battle.
**Photograph:** The door to the Tatami Room on the 2nd floor → Rope Hallway ceiling



**• Rope Hallway**
**Photograph:** Ceiling → Vengeance (Tatami Room seal breaks)

**• Tatami Room**
**Photograph:** Safe → Key



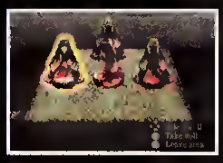
**• Walkway**
**Photograph:** Koto door → Walkway crevice
**Photograph:** Crevice (downstairs) → Girl Hiding (Koto room seal breaks)
Get the key from the Koto Room and unlock the safe in the Tatami Room.

## DEMON TAG—2ND NIGHT

**• Balcony**
Look over the railing, then go to the Cherry Atrium.



**• Cherry Atrium**
**Ghost:** Woman Hanging
She's a powerful ghost...and fast, so keep your finger on the □ button as you try to follow the ripples of her movement with the camera. If she disappears from view, it means she's about to drop down on you from above, so put down the camera and run to a new position. Defeating her reveals a photo of four Japanese dolls.

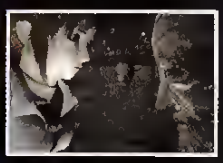


**• Doll Room**
**Photograph:** Japanese dolls (check the dolls covering their eyes and take only the ones that are facing you) → Kagome Doll
Place the Kagome Doll in the center of the dolls you photographed to get the Angry Mask.



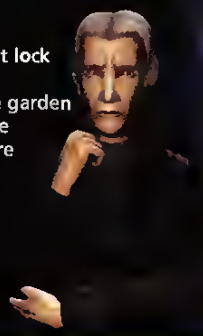
Return to the Entrance and place the Angry Mask on the wall. Walk through, then take the mask back.

**• Hidden Pass**
**Photograph:** Northeast door → Mask on Pillar
Take the Joyful Mask from the north door. Go through the east door, then take the Sad Mask.



**• Mask Room**
Look at the mask on the pillar.
**Ghost:** Blinded
Don't try to fight her in the enclosed space, go down the stairs and use the surrounding area to maneuver. Afterwards, take the Happy Mask off the pillar and use it on the north door.

**• Sqeare Garden (Save Point)**
**Photograph:** North door with the crest lock → Carving in Garden
Check the large rock in the center of the garden and get the Gold Carving. Be sure to save before you unlock the door. Six moves are permitted with the lock here:



1. lower right → upper left
2. lower left → lower right
3. upper right → lower left
4. bottom → upper right
5. lower right → bottom
6. lower left → lower right



**• Beddha Room**
Get the Mask of Reflection.
**Ghost:** Folklorist
He's the strongest so far, but this is also the largest room you've had a chance to fight in. Run, turn, shoot...you know the drill. Check your points to see if you can upgrade before this battle.

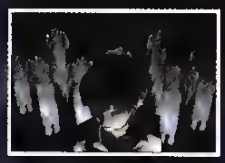




**• Mask Room**
Hang all four masks on the pillar. A door will unlock in the Hidden Pass. Go back there and through the northeast door.



**• Blinding Room**
Get the Blinding Mask, then return to the Demon Mouth.



**• Demon Mooth**
**Ghost:** Folklorist
I had a lot of problems with this battle because of few health items and weak film. Keep an eye on your score and see if you can upgrade your camera in the midst of the battle. Keep moving around the perimeter as you fight; watch your filament and amount of film as well. After you defeat him, if you're low on film you might want to restock at the Rubble Room save point...and you will definitely want to save before returning to the Demon Mouth. Then go downstairs and check the pillar.
**Photograph:** Pillar → Blinding Mask
**Ghost:** Blinded
This is a pain, especially right after a difficult battle with the Folklorist on the narrow upper ledges. Keep your distance, using the quick turnaround option to get her in your viewfinder. Afterwards, place the Blinding Mask on the pillar.



**• Banned Path**
Take the piece of the Holy Mirror from the dead Folklorist.
**Ghost:** Kirie
Let her capture you.



## THE CALAMITY—3RD NIGHT



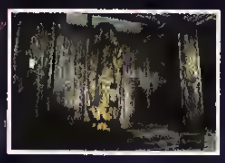
***Note:*** On this night there are many random ghosts wandering about. The most powerful is the Wandering Monk. Don't roam around aimlessly if you are low on health or film.

**• Bannad Path**
**Ghosts:** People Killed (3)
You may be able to avoid these battles if you run quickly enough and if you don't hang around near the stone wall after the cut-scene with Mafuyu. If you fight the People Killed, be prepared for three of them to gang up on you...and keep an eye on your health. I recommend running away from most battles in the 3rd Night, since there are very few items, hardly any strong film and many strong ghosts wandering around that make random appearances.



**• Corridor**
**Ghost:** Floating Face
It's a fluffy cloud. Be careful; another ghost might attack at the same time. Otherwise, this battle is not too difficult.

**• Rebble Room**
**Photograph:** Burial Room door → Rubble
**Photograph:** Rubble (behind you) → Crushed Woman (Burial Room seal breaks)



**• Buddha Room**
Place the Ceremonial Rope on the Buddhas in the correct order:
1. Damaged Right Hand
2. Damaged Left Hand
3. Damaged Right Foot
4. Damaged Left Foot

The opened altar gives you the Teal Carving.
**Ghost:** Family Master
This is the first time I used my Type 74 film. You should have upgraded your camera by now and equipped at



least one Bonus Function. I chose to purchase the Paralyze Bonus Function and to max out the speed of the camera, so the ghost can be frozen long enough for the camera to fully charge. If you're using Bonus Functions, keep an eye on your Spirit Stones; you can only use a special attack as many times as you have Spirit Stones—and though it may be tempting, you don't want to use them all up on this battle.

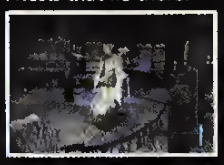


**• Cherry Atrium**
Check the Carving lock on the small room on the left (Moon Shrine). You can open it in seven moves:
1. upper left → lower left
2. bottom → upper left
3. lower right → bottom
4. upper right → lower right
5. lower left → upper right
6. upper left → lower left
7. bottom → upper left



**• Moon Shrine**
Walk around the small shrine inside and photograph all four sides. You'll get four pictures of rocks you've seen throughout the Himuro Mansion.
1. Stone Monument (Cherry Atrium)
2. Stone Burial Mound (Abyss)
3. Huge Stone Monument (Square Garden)
4. Gravestone (Backyard)

You need to revisit all these old stones and fight the Headless Priests that lie there.

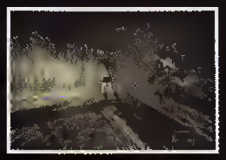








**Ghost:** Headless Priests
The priests may be headless, but that doesn't mean they don't carry their severed heads around and futilely attempt to reattach them. When you have one in your sights, the capture circle will only focus if you can see his head in the viewfinder (sort of contradictory, but what are you gonna do?). They all have a "diving" attack; you can try to keep your distance, but they launch projectiles that home in on your location. Your best bet is to find some open ground, keep the □ button pressed and move the viewfinder along with the ghost. Wait as long as you dare for a Zero shot, since it does the most damage and it will also knock the ghost backwards, giving you more time to charge up. Use Type 74 film and about one special attack apiece if you can spare the Spirit Stones.





**• Fish Tank Room**
Unfortunately, you have to pass through here to get to the Headless Priest in the Backyard.
**Ghost:** Long Hair Woman
Sometimes another ghost will join her and gang up on you. The narrow planks make maneuvering awkward. If you get both ghosts in your sights, you can hit them both to get a Double Shot. Concentrate on one ghost at a time, moving about periodically to avoid getting flanked. Afterward, check the door to the Backyard and enter the combination 1347.



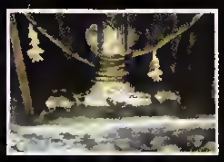
**• Moon Shrine**
After you defeat all four Headless Priests, check the altar; you'll see Sanskrit letters on all four sides. Starting with the front and going around clockwise, enter the 1st, 4th, 3rd and 2nd letter
**Photograph:** Front of altar → Blood trail
Follow the trail to the Grand Hall.



**• Grand Hall**
**Ghost:** Family Master
He's still trying to decapitate you with his sword, so keep your distance. Sacred Water and Type 74 film are in the very back of the room if you want to run back there during the battle.
Paralyze and Zero shots are pretty much the only ones you want to take here; if you have no more Spirit Stones, keep trying to get a Zero shot or you'll be using too much of your good film.



Return to the Moon Shrine in the Cherry Atrium (run past all the ghosts). Place the Master's Seal in the front of the shrine, then climb down the hole.

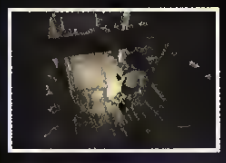


**• Moon Well (Save Point)**
Check the Mirror Piece.
**Ghost:** Kirie



# KIRIE—FINAL NIGHT

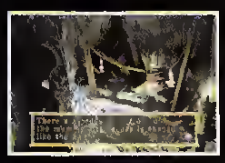
**• Kote Room**
Pick up the Koto Sheet Music and play the koto.



**• Attic**
**Ghost:** Female Head
Don't waste good film on her!



**• Dungeon**
Enter the small cagelike room (check the map if you can't find the door) and get the Mirror Piece and Kirie's Hairpin. When you follow the Girl in White, Kirie will emerge from the mirror and begin to chase you. Also, the graphics will become very grainy and warped. Don't fight her; instead, run to the Moon Shrine. Once you get close enough to the Moon Shrine, the graphics will go back to normal.

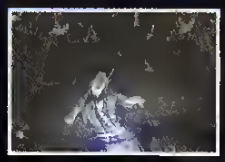


**• Moon Well (Save Point)**
Use Kirie's Hairpin near the mummified corpse.

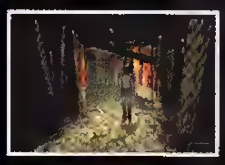


**• Hell Bridge**
**Ghosts:** Floating Woman and Wandering Man
The man will stay in front of you for the most part, so you should be able to get some good hits on him. The woman is most likely going to circle around in an attempt to trap you. Concentrate on shooting the man first, moving closer to him all the while, then trying to get behind both ghosts. After he's down, get the woman. Don't get discouraged; this is a very difficult battle which you may need to do several times, especially if your health and film stock are low.

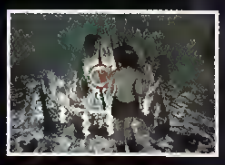
CONTINUED



**• Rope Altar**
There's another Stone Mirror in the corner, if you used one up in the earlier area.
**Ghost:** Shrine Maiden
If you're using your strongest film, switch to the weaker type. She's in the center of the altar at first, so you'll have a few free seconds in which to charge up your camera. She's a crawling ghost, so if you don't see her on the ground in front of you, she's probably right behind you. Use the △ button to turn around fast.

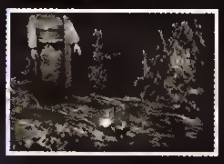


**• Baptism Path**
Check the pillar near the beginning, there is a hidden Spirit Stone.
**Ghost:** Shrine Maiden
She is bothersome, but not very strong. Sometimes Broken Neck appears instead. Just use your weak film on her if you have any left.



**• Hell Gate**
Equip your strongest film now. Walk up to the rock at the end of the path and check the strange red circle to activate the last battle. As soon as Kirie appears, run to the other side of the bridge and get ready.





**Ghost:** Kirie
You cannot hurt Kirie with anything except a Zero Shot, so if the circle is not glowing yellow when you hit her, she'll take no damage. Your Bonus Function is also useless. After you hit her, she'll teleport and begin to slowly regain her health, so you can't spend a lot of time running away. Her teleportation is basically a back-and-forth movement. Sometimes she doesn't even change position. If she doesn't move laterally, it means she's behind you, so you should run. Since one touch is an instant kill, a Stone Mirror is very useful here. Hit her with consecutive Zero shots at least six or seven times without significant lag time in between and you will defeat her.



Quickly pick up the last Mirror Piece (it's lying right next to the strange rock) and inspect the rock at the end of the path.

# CLEAR DATA

*When you beat the game once, you unlock the following extras:*



- Battle Mode
(20 missions where you fight ghosts with limited ammo, items and time)
- Ghost List
(shows you all the ghosts you've captured so far)
- Ranking
(ranks you according to the quality of the top ten highest scoring photos you've taken)
- Sound Test
- Special Function "Zoom"
(use the L2 and R2 buttons to zoom in/out)
- Special Costume 1 (Leather Jacket)

*When you beat Battle Mode once, you'll also unlock:*

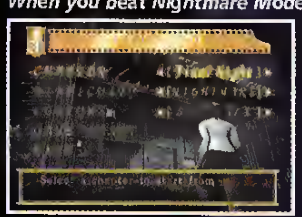


- Nightmare Mode
(ghosts become 2.5x stronger, filament only appears in viewfinder mode)
- Special Function "Sense"
(Lock circle acts as radar)

*When you beat Battle Mode with an "S" ranking, you'll unlock:*
- Special Function "Chase"
(hold L1 to face ghost directly)

*When you complete the Ghost List, you'll unlock:*
- Special Function "Zero"
(Mystical Power gauge stays at Maximum Charge at all times)

*When you beat Nightmare Mode, you'll unlock:*



- Chapter Select
(begin the game at any level)
- Special Costume 2
(Blue Gothic Style)
- True Ending

*When you beat the game three times at any difficulty setting, you'll unlock:*
- Special Costume 3 (School uniform)

# GHOST LIST

## A. VENGEFUL GHOSTS

| Name | Area | Chapter |
|---|---|---|
| 1. Bound Man | Fireplace, etc. | -- |
| 2. Bound Man | Fireplace, etc. | Intro |
| 3. Female Head | Fireplace, etc. | Kirie |
| 4. Man w/Long Arms | Walkway, etc. | Strangling Ritual/Demon Tag |
| 5. Broken Neck | Burial Room, etc. | Strangling Ritual |
| 6 Editor | Kimono Room, etc. | Strangling Ritual |
| 7. Assistant | Backyard, etc. | Strangling Ritual |
| 8. Novelist | Narukami Shrine | Strangling Ritual |
| 9. Floating Woman | Grand Hall, etc. | Strangling Ritual/Kirie |
| 10. Wandering Man | Burial Room, etc. | Kirie |
| 11. Crawling Girl | Doll Room | Strangling Ritual |
| 12. Boy Hiding | Fireplace | Demon Tag |
| 13. Girl in Well | Backyard | Demon Tag |
| 14. Long Hair Woman | Grand Hall, etc. | Demon Tag/Calamity |
| 15. Wandering Monk | Fireplace, etc. | Calamity |
| 16. Blinded | Demon Mouth, etc. | Demon Tag/Calamity |
| 17. Woman Hanging | Cherry Atrium | Demon Tag |
| 18. Folklorist | Demon Mouth | Demon Tag |
| 19. Floating Face | Corridor, etc. | Calamity |
| 20. People Killed | Banned Path, etc. | Calamity |
| 21. People Killed | Banned Path, etc. | Calamity |
| 22. People Killed | Banned Path, etc. | Calamity |
| 23. Shrine Maiden | Rope Altar | Kirie |
| 24. Headless Priest | Square Garden | Calamity |
| 25. Headless Priest | Abyss | Calamity |
| 26. Headless Priest | Backyard | Calamity |
| 27. Headless Priest | Cherry Atrium | Calamity |
| 28. Family Master | Grand Hall, etc. | Calamity |
| 29. Kirie | Hell Gate | Kirie |

# Terror will reveal itself frame by frame.



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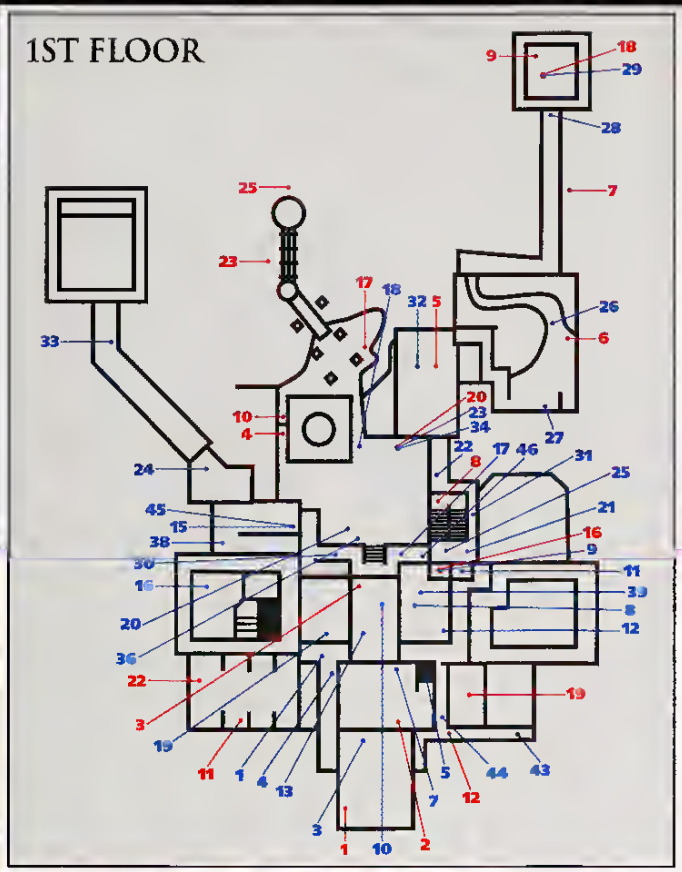
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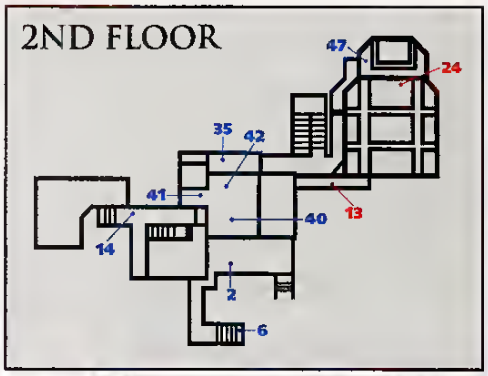
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www.fatalframegame.com

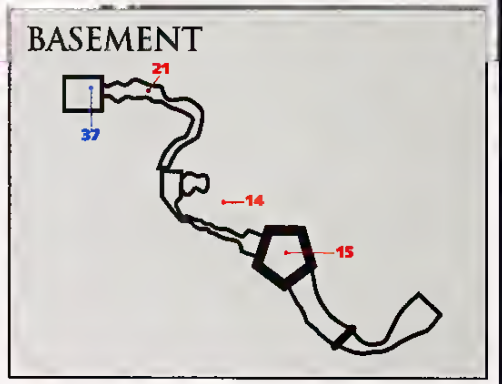
PlayStation 2

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**Blue #'s=** Wandering Ghosts
**Red #'s=** Departed Souls




## B. WANDERING GHOSTS

INTRO

| Name | Area | Position |
|---|---|---|
| 1. Rope Hallway Man | Rope Hallway | End of hall |
| 2. Man Looking Down | Fireplace | 2nd floor railing |

1ST NIGHT

| Name | Area | Position |
|---|---|---|
| 3. Man at Partition | Entrance (must clear game once) | Behind folding screen |
| 4. Man on a Beam | Rope Hallway | Ceiling behind, after getting camera |
| 5. Bro's Shadow | Fireplace | Going upstairs |
| 6. Hallway Man | Fireplace, 2nd Floor | Doesn't appear until you check the door on the second floor, then walk over to the broken staircase and look downstairs |
| 7. Man at Screen | Fireplace | Won't appear until you check the door on the second floor, then walk back down stairs. Run down to the third step from the bottom and take it quick |
| 8. Wandering Man | Library | Next to screen |
| 9. Dead Man's Body | Library | Inside closet, right after cut scene |
| 10. Man at Window | Kimono Room | Near back of room |
| 11. Man Hiding in Closet | Lamp Hallway | End of hall |
| 12. Standing Man | Library | Behind Library door |
| 13. Man Behind | Kimono Room | Appears after you use Red Handmirror |
| 14. Woman at Mirror | Walkway, 2nd Floor | Middle of hall |
| 15. Wandering Woman | Burial Room | Going outside |
| 16. Girl Pointing | Storehouse | In middle of room |
| 17. Woman on Porc | Cherry Atrium | Going around porch corner |
| 18. Woman in Atriu | Cherry Atrium | Going towards Abyss |
| 19. Woman Turning | Doll Room | In middle of room |
| 20. Woman Who Jum | Cherry Atrium | Falls quickly off the roof as you enter the Cherry Atrium, after you defeat the Crawling Girl. Go to the Rubble Room first to save, then walk slowly into the Cherry Atrium. When your filament glows, quickly press ○, □, turn left and shoot. You may have to try several times before you get this shot, it is by far the most difficult in the game |
| 21. Man Turning | Stairway | Standing by mirror |
| 22. Woman at Corner | Stairway | Walking to Fish Tank Room |
| 23. Woman Hanging | Cherry Atrium | Underneath cherry tree |
| 24. Blinded Woman | Rubble Room | Listen for voice; walk near Corridor. She won't appear until you photograph the Woman Hanging |
| 25. Female Head | Stairway | Tumbles down stairs quickly. You may have to walk back and forth several times before it appears. Take this picture before going into the Narukami Shrine |
| 26. Man in Backyard | Backyard | Going towards Forest Path |
| 27. Girl Pleading | Backyard | Listen for voice; she's in the window behind you, above and to the right of the save point |
| 28. Man Standing | Forest Path | Next to the right pillar. You must pan the camera past quickly or the capture circle won't appear |
| 29. Crucified Man | Narukami Shrine | Getting |

2ND NIGHT

| Name | Area | Position |
|---|---|---|
| 30. Child on Porch | Cherry Atrium | Photograph quick as you leave Doll Room |
| 31. Kid Running Away | Stairway | Photograph quick as you pass the staircase |
| 32. Kid Running Away | Fish Tank Room | Photograph quick as you enter |
| 33. Bro's Shadow | Corridor | End of corridor |
| 34. Hanged Woman | Cherry Atrium | Underneath cherry tree |
| 35. Observatory Man | Cherry Atrium | On Tatami balcony |
| 36. Girl Under Porch | Cherry Atrium | After you take the Observatory Man photo, walk up to the left of the porch stairs. As you start to go up, she peeks out from under the porch to the right of the stairs |
| 37. Man Before Door | Demon Mouth | By the right pillar |
| 38. Girl Pointing | Burial Room | Next to candlesticks |
| 39. Kid Hiding | Kimono Room | Runs past gap in hanging kimonos |
| 40. Man in Study | Tatami Room | Photograph quick as you enter |
| 41. Man Before Study | Tatami Room | Going towards screen |
| 42. Observatory Man | Tatami Room | Going towards balcony |
| 43. Hall Wanderer | Hidden Passage | Entering Mask Room |
| 44. Man in Hall | Hidden Passage | Going to Entrance |

3RD NIGHT

| Name | Area | Position |
|---|---|---|
| 45. Man in Atrium | Burial Room | Going to Cherry Atrium |
| 46. Turning Mask Man | Cherry Atrium | Going to Stairway (Won't appear until you photograph the Moon Shrine) |

FINAL NIGHT

| Name | Area | Position |
|---|---|---|
| 47. Girl in White | Dungeon | Leaving the Dungeon |

## C. DEPARTED SOULS

INTRO

| Name | Area | Position |
|---|---|---|
| 1. Child Behind | Entrance | Inside fence to left of front door |
| 2. Angry Man | Fireplace, 1st floor | Ceiling corner, in small alcove |

1ST NIGHT

| Name | Area | Position |
|---|---|---|
| 3. Woman in Kimono | Kimono Room | Behind kimonos to right of mirrorstand |
| 4. Woman in Pain | Cherry Atrium | Northwest corner under Moon Shrine |
| 5. Monk Into Dark | Fish Tank Room | In ceiling |
| 6. Girl Turning | Backyard | Behind well |
| 7. Warped | Forest Path | Tree on right with ceremonial ropes. It is set a little further back, between two trees without ropes. You can hear static nearby |
| 8. Monk out of Dark | Stairway | Listen near second flight, look at high window |

2ND NIGHT

| Name | Area | Position |
|---|---|---|
| 9. Tormented Ones | Narukami Shrine | In the large mirror |
| 10. Burned Man | Abyss | Next to wall of the Moon Shrine, in small alley |
| 11. Evil Woman | Grand Hall | On right, near window |
| 12. Talking Ghosts | Hidden Passage | In ceiling, near hallway intersection |

FINAL NIGHT

| Name | Area | Position |
|---|---|---|
| 13. Long Hair Woman | Attic | In ceiling at end of hall |
| 14. Man at Bottom | Hell Bridge | Underneath on east side |
| 15. Six Vengeances | Rope Altar | Directly over bloody platform |

THIRD NIGHT

| Name | Area | Position |
|---|---|---|
| 16. Editor Ogata | Library | Inside closet |
| 17. Hirasaka | Abyss | Waterwheel |
| 18. Junsei Takamine | Narukami Shrine | Ceiling |
| 19. Blind Demon | Blinding Room | Paper Lantern (walk close up) |
| 20. Yae | Cherry Atrium | Cherry Tree |
| 21. Munakata | Banned Path | Left of path |
| 22. Family Master | Grand Hall | Inside altar near door |

FINAL NIGHT

| Name | Area | Position |
|---|---|---|
| 23. Kirie's Love | Abyss | To left of bridge, stand in middle |
| 24. Truth Binder | Buddha Room | Inside altar, look down from beams |
| 25. Burdened Man | Abyss | Over water, at end of bridge |

## D. TALISMAN GHOSTS

| Name | Area | Position |
|---|---|---|
| 1. Seductress | Storehouse | Behind ladder |
| 2. Woman Pulled In | Abyss | Waterwheel |
| 3. Child Onlooker | Doll Room | End of table near door |
| 4. Vengeance in Wall | Stairway | Underneath second flight |
| 5. Vengeance | Rope Hallway | Ceiling |
| 6. Girl Hiding | Walkway, 1st floor | Crevice |
| 7. Crushed Woman | Rubble Room | Rubble next to Corridor |



# JSRF

## Jet Set Radio Future

By Ara Shirinian



**Even though the original *Jet Grind Radio* was an outstanding game, you'll notice so many improvements in this new installment that it makes the old one seem like "just practice" for developer Smile Bit. The new environments seem at least ten times more complex than before, and the new character designs make the old ones look like crayon scribbles. In the following pages, I'll reveal everything you need to know to obtain all 24 characters and all 140 Graffiti Souls!**

## Gameplay Techniques

### Painting Graffiti



The graffiti system in *Jet Set Radio Future* has been changed from the way it was implemented in the Dreamcast original. Instead of performing different movements on the analog stick, all you have to do is press the **Right Trigger** when your character stands sufficiently close to the mark. Meanwhile, you may notice the camera angle temporarily shift around as you paint. This makes it quite difficult to move and paint at the same time, unless you're grinding on a rail. Whenever this happens, the orientation of the left thumbstick will only change to match the new angle if you return the stick to the center position for a moment. This tends to disorient you even more, so if you are painting graffiti it's best to stop moving until the crazy camera settles back into its normal view. Also, in order to paint graffiti as quickly as possible, hold down the trigger instead of pressing it rapidly. While grinding, it's best to hold down the trigger the entire time as you move by. This way, if you happen to get close to a graffiti mark, your character will start spraying even if you can't see it. In many situations, you'll find graffiti marks obscured around corners and bends. If you wait to see these before you start spraying, you may pass them by before you know it.

### Ramps

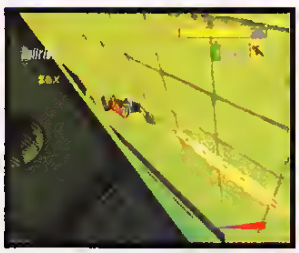




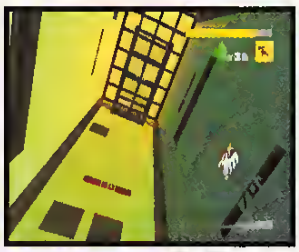


There are two kinds of ramps throughout the game: normal ramps and high-speed ramps. Your character will skate over a normal ramp in a predictable manner. If you're heading uphill, your speed will decrease; if you're heading downhill, your speed will increase. However, the high-speed ramps are completely different. Regardless of whether you skate over these ramps uphill, downhill or sideways, your character will immediately accelerate to top speed! This will even happen if you're barely moving, so long as you just step onto the ramp.

### Wall Riding



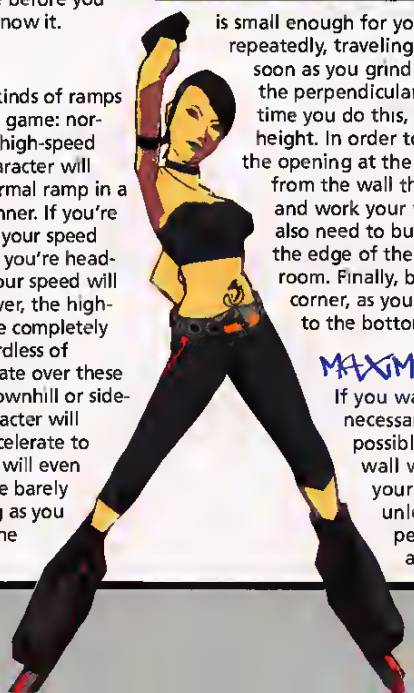
There are also two kinds of walls in *JSRF*: those that you can grind (called a Wall Ride) and those that you cannot. In some cases, you may not be able to distinguish them just by visual inspection. However, you can wall-ride all billboards without exception. You can also wall-ride most of the vertical surfaces in the sewer areas and some of the narrow corridor walls in Kibogaoka Hill.



There's one room in particular in the Tokyo Underground Sewage Facility that's nothing more than a rectangular vertical corridor extending upwards. At various points in the game you'll have to reach the top. At first, it seems impossible to traverse! However, the room is small enough for you to use the wall ride trick repeatedly, traveling upward in a spiral fashion. As soon as you grind one wall, you can jump toward the perpendicular wall and grind that one. Each time you do this, you'll gain a small amount of height. In order to gain enough height to clear the opening at the entrance of the room, start from the wall that's on your right as you enter and work your way counterclockwise. You may also need to build up some speed by grinding the edge of the half pipe leading up to the room. Finally, be careful not to jump into the corner, as you'll get stuck and fall all the way to the bottom.

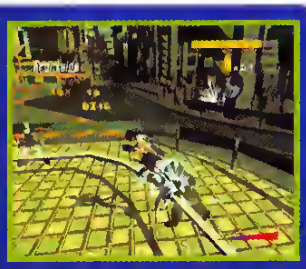
### Maximize Your Speed

If you want to skate at top speed, it's necessary to grind as many surfaces as possible. Grinding a rail or even a wall will increase your speed beyond your top ground-skating speed, unless you boost. Each time you perform a trick, your speed will also increase.



# SCORING

The scoring system in *JSRF* has also been dramatically altered from the first game. Apart from the Test Run stages, there is no overall score tally. However, you do receive a score for individual tricks as well as combos. There are two main categories of tricks: grind tricks and air tricks. The points you receive for any trick depend on the button you press, the kind of surface you're grinding and the number of consecutive tricks of a certain kind that you have already performed.



## X AND Y TRICKS

Within each trick category, there are two different tricks you can perform, depending on whether you press the **X** button or the **Y** button. Although the actual trick performed will vary depending on the character and other factors, they are all functionally and practically equivalent. If you use **Y** to perform tricks, the score multiplier may increase up to x16. If you use **X**, the score multiplier may only increase to x8. However, **X** tricks are easier to perform and can be executed in succession at a faster rate. If you only need to increase speed during a grind or if you are trying to get as many tricks in as possible, use **X**. If you are going for points, use **Y** instead.

## COMBO MULTIPLIER

When you start to perform tricks, the combo multiplier is initially set to x1. With each successful trick using the same button (for example, **X, X**), the multiplier doubles until it reaches its maximum. With each successful trick using a different button (for example, **X, Y** or **X, A**), the multiplier will remain unchanged. For this reason,you should never alternate between **X** and **Y** tricks. If your combo stops, the multiplier automatically resets to x1.

## SCORE PROGRESSION TABLES

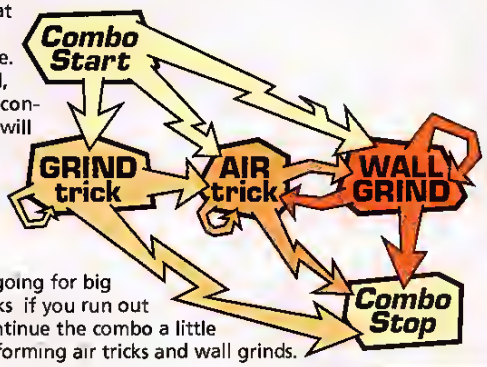
If you're watching your score, you'll find that there are two different kinds of rails in the game: low-point rails (which have a base value of 10 points) and high-point rails (which have a base value of 500 points). These have been arbitrarily assigned to each set of rails in the game, so the only way to distinguish one from the other is to grind it and see how many points you get.

## COMBO RULES

Performing any number of tricks in succession is considered a combo. With each trick you perform, your score will increase. However, the following actions will automatically stop your combo and reset the score counter:

**Pressing X or Y with bad timing (missed trick)**
Sometimes when you try to perform a trick, you'll hear a buzzer sound and your character won't do anything. To avoid this, you have to press **X** or **Y** repeatedly in a regular rhythm. The buzzer will sound if you try to do tricks too quickly. After numerous attempts, you'll develop a feel for the proper rhythm.

**Landing onto the ground or a rail after a jump or fall**
Unless you are on a rail that forms a loop, an infinite combo is no longer possible. If you perform a wall grind, your score and combo will continue to increase, but that will end once you land on any other surface. Because of this rule, you can only create combos in the order illustrated here:




This means that if you are going for big points, start with grind tricks if you run out of rail to grind, you can continue the combo a little longer by jumping and performing air tricks and wall grinds.

**Point Values for Low Point Rail Grind Combos**

| | X + Grind | Y + Grind |
|---|---|---|
| 1st Trick | 10 (10 x1) | 10 (10 x1) |
| 2nd | 20 (10 x2) | 20 (10 x2) |
| 3rd | 40 (10 x4) | 40 (10 x4) |
| 4th | 80 (10 x8) | 80 (10 x8) |
| 5th & beyond | 80 (10 x8) | 160 (10 x16) |

**Point Values for High Point Rail Grind Combos**

| | X + Grind | Y + Grind |
|---|---|---|
| 1st Trick | 500 (500 x1) | 500 (500 x1) |
| 2nd | 1,000 (500 x2) | 1,000 (500 x2) |
| 3rd | 2,000 (500 x4) | 2,000 (500 x4) |
| 4th | 4,000 (500 x8) | 4,000 (500 x8) |
| 5th & beyond | 4,000 (500 x8) | 8,000 (500 x16) |

**Point Values for Air Combos starting from Low Point Rails or non-rail surfaces**

| | X + Air | Y + Air |
|---|---|---|
| 1st Trick | 20 (20 x1) | 20 (20 x1) |
| 2nd | 40 (20 x2) | 40 (20 x2) |
| 3rd | 80 (20 x4) | 80 (20 x4) |
| 4th | 160 (20 x8) | 160 (20 x8) |
| 5th & beyond | 160 (20 x8) | 320 (20 x16) |

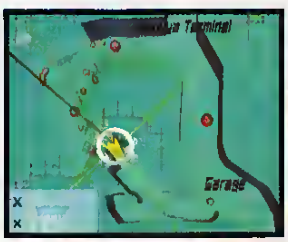
**Point Values for Air Combos starting from High Point Rails**

| | X + Air | Y + Air |
|---|---|---|
| 1st Trick | 1,000 (1,000 x1) | 1,000 (1,000 x1) |
| 2nd | 2,000 (1,000 x2) | 2,000 (1,000 x2) |
| 3rd | 4,000 (1,000 x4) | 4,000 (1,000 x4) |
| 4th | 8,000 (1,000 x8) | 8,000 (1,000 x8) |
| 5th & beyond | 8,000 (1,000 x8) | 16,000 (1,000 x16) |

# STREET CHALLENGES

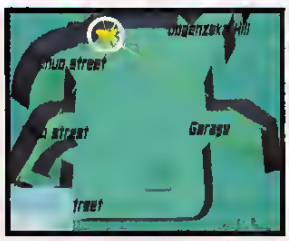
## HIDDEN TAPES

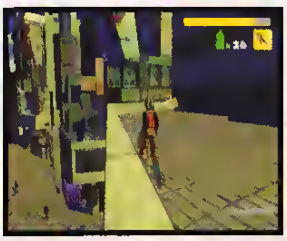
In most areas, you can find a secret tape that will describe five different Street Challenges. The location of the tape is never marked on the map, but that's OK because I'll reveal all of them to you right here!






**Dogenzaka Hill**
In a recessed area on the lower streets



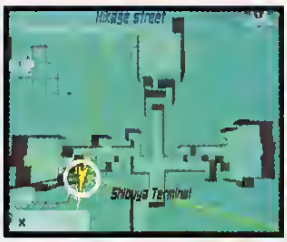
**Shibuya Terminal**
On the terrace just above the save point

## HIDDEN TAPES





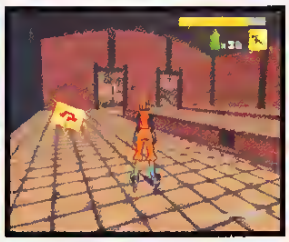
**Chuo Street**
Between the legs of the big green sculpture near the 7600++ building



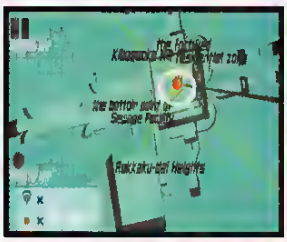


**Hikage Street**
In an alleyway corner



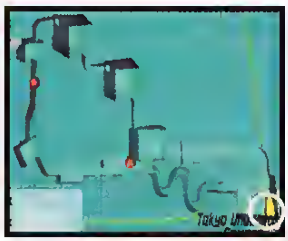


**Rokkaku-dai Heights**
In the hangar that separates the upper and lower sections of the area

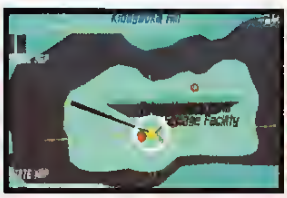
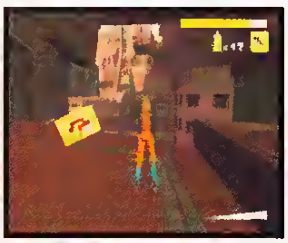




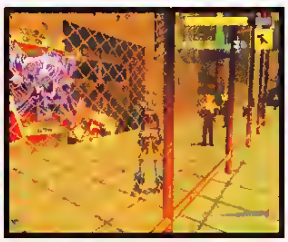
**Tokyo Underground Sewage Facility**
In the middle of the bottom level of the central structure



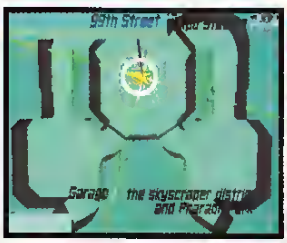

**Bottom Point of the Sewage Facility**
In the room adjacent to the entrance

**Kibogaoka Hill**
On the bottom floor of the multi-level structure at the end of the huge power lines

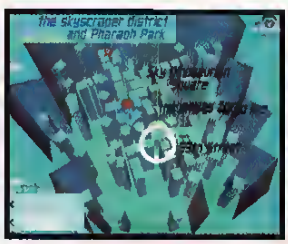



**Fortified Residential Zone**
Inside the caged section. The only way to reach it is to fall through the hexagonal tubes from the upper floors.





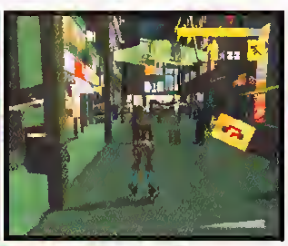
**99th Street**
At the base of Benten Tower



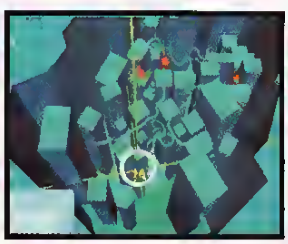


**Skyscraper District and Pharaoh Park**
At the bottom of the cage bowl under the main walkway of Pharaoh Park.





**Highway Zero**
In the middle of the street, obscured between carts and stands




**Sky Dinosaurian Square**
In a small horizontal opening under one of the buildings



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## Street Challenge Types

Clearing each Street Challenge will cause a corresponding Graffiti Soul to appear in the same area. Remember, even if you know what the particular Street Challenges are for an area, fulfilling them will not count unless you have already picked up the appropriate tape. Here's some info about each of the different types of challenges:

**Grind Combo Challenges**
A Grind Combo is a combo that consists only of grind tricks. Successfully clearing these is primarily a matter of finding one rail in the area that's long enough for you to perform the required number of tricks before you fall off.

**Air Combo Challenges**
This is the same thing as a Grind Combo, but it's performed while you're in the air. Similarly, the major challenge with an Air Combo is finding a tall enough vertical space for you to perform the required number of tricks.

**Points Challenges**
Any points you earn must come from performing combos. Refer to the "Scoring" section on page 27 to learn how to maximize your score.

**Special Challenges**
The fifth Street Challenge in every area is unique. Most of them require you to traverse some set of obstacles in a special way. I'll describe these in detail in the next section.

**Tricks Challenges**
The terminology is a little confusing here, because performing a Grind Combo x20 is equivalent to performing 20 tricks. In other words, a set of "tricks" in one sense is also considered a combo that is the superset of all other combo types. Like other combos, if you touch the ground without grinding, it will stop your tricks counter. On the other hand, if you land on another rail after jumping from the rail you started from, the tricks counter will continue to increment, even though your Grind Combo will have stopped. Also, if you are in a half-pipe, you can skate from lip to lip and continue to build the tricks counter, so long as you perform at least one trick each time you reach the lip. The tricks counter only appears just before it resets, but you will hear DJ Professor K make some comments at various points:

| Tricks Performed | DJ Professor K's Comment |
|---|---|
| 30 | "Sweet!" |
| 50 | "Crazy!" |
| 100 | "Tight!" |
| 200 | "Amazing!" |

## Street Challenge Catalog

### Downhard Hill

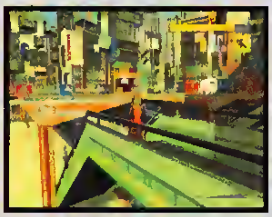
| Challenge | Graffiti Soul Revealed |
|---|---|
| Grind Combo x10 | #92 |
| Air Combo x3 | #117 |
| 20 Tricks | #6 |
| 50,000 pts. | #35 |
| Avenue, Long Grind | #62 |



The rails on the left and right side of the main avenue are worth 500 points. Grind these to clear the high score challenge.

### Shibuya Terminal

| Challenge | Graffiti Soul Revealed |
|---|---|
| Grind Combo x10 | #36 |
| Air Combo x3 | #63 |
| 25 Tricks | #94 |
| 100,000 pts. | #121 |
| Skate on Terminal Platforms | #8 |



To clear the fifth challenge, you need to skate on the roof of each of the 13 orange terminal platforms without touching the ground. Grinding on rails is OK.

### Chaos Street

| Challenge | Graffiti Soul Revealed |
|---|---|
| Grind Combo x10 | #122 |
| Air Combo x4 | #9 |
| 30 Tricks | #38 |
| 60,000 pts. | #65 |
| G → W...reach to the sewage | #96 |







**1.** Do grind tricks using Y on the concrete barrier separating the multi-level street to get 60,000 points.

**2.** For the fifth challenge, start from this point. You must wall-ride and jump off each billboard as well as grind every rail without touching the ground until you reach the half-pipe at the end.

### Rokkaku-dai Heights

| Challenge | Graffiti Soul Revealed |
|---|---|
| Grind Combo x10 | #67 |
| Air Combo x4 | #97 |
| 35 Tricks | #124 |
| 40,000 pts. | #11 |
| Chimney #1, Grind | #40 |

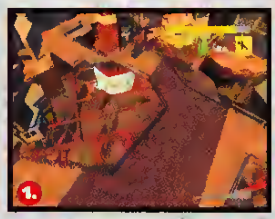
### Hikage Street

| Challenge | Graffiti Soul Revealed |
|---|---|
| Grind Combo x20 | #131 |
| Air Combo x4 | #18 |
| 55 Tricks | #46 |
| 300,000 pts. | #74 |
| Grind rails from top to bottom | #104 |



To fulfill the 300,000 point challenge, you must grind the rails in the area on the right side of the map. You won't have enough room to only perform grind tricks, so when you run out of rail, jump and continue with an air trick combo as you fall to the ground.

For the fifth challenge, go to the area on the right side of the map again (where the high point rails are). Grind the rails all the way from the bottom to the top, then back down without falling off.







**1.** To complete the points and tricks challenges, there's a nice high point rail to grind near the chimney at the very top of the area.

**2.** For the fifth challenge, all you have to do is grind the wire leading to the chimney nearest to the garage and follow it all the way up.

## Tokyo Underground Sewage Facility

| Challenge | Graffiti Soul Revealed |
|---|---|
| Grind Combo x10 | #100 |
| Air Combo x4 | #128 |
| 45 Tricks | #15 |
| 100,000 pts. | #43 |
| 150,000 pts. | #71 |

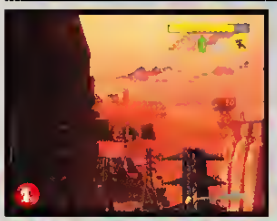
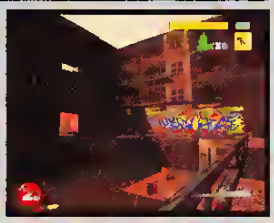



1. In this particular room, by using a wall ride you can grind the same rail over and over without falling. This is the easiest place to complete the tricks challenge.

2. At the very top of the central room, there are some long high point rails you can use to beat the points challenges.

## Ridgecork Hill

| Challenge | Graffiti Soul Revealed |
|---|---|
| Grind Combo x20 | #76 |
| Air Combo x4 | #105 |
| 60 Tricks | #133 |
| 250,000 pts. | #21 |
| Walk through "Daruma" gate | #49 |

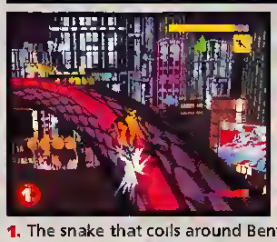

1. You can use the huge power lines in the second half of the area to satisfy your combo, tricks and points challenges. In this vicinity, there are two sets of structures with four lines on the left arm and four lines on the right arm of each. If you are going for points, the two bottom lines on the right arm of the structure on the left are worth 500 points.

2. The multi-level square just before those power lines is also a good place to perform 60 tricks.

3. For the fifth challenge, all you need to do is walk through the arches of this gate located at the top level of the group of platforms at the end of the big power lines.

## 99th Street

| Challenge | Graffiti Soul Revealed |
|---|---|
| Grind Combo x15 | #12 |
| Air Combo x4 | #41 |
| 40 Tricks | #69 |
| 100,000 pts. | #99 |
| Grind the rails around the tower | #127 |

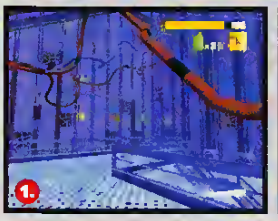



1. The snake that coils around Benten Tower is a high point rail that you can use to satisfy a number of the challenges.

2. There's a circle of rails surrounding Benten Tower. To complete the fifth challenge, grind all of them without falling down.

## Bottom Point of Sewage Facility

| Challenge | Graffiti Soul Revealed |
|---|---|
| Grind Combo x10 | #44 |
| Air Combo x4 | #72 |
| 50 Tricks | #102 |
| 50,000 pts. | #130 |
| 70,000 pts. | #17 |




1. The blue and red pipes in this area are the only high point rails. Use these to satisfy the points challenge. If you're still having trouble, try grinding the red ones in the uphill direction. They're a little longer than the blue ones, and grinding uphill will limit your speed so you don't run out of pipe too early.

2. The snaking pair of pipes in the beginning is ideal for beating the tricks challenge. Keep your speed down as you grind and you'll find that there's more than enough room to perform 50 tricks in.

## Fortified Residential Zone

| Challenge | Graffiti Soul Revealed |
|---|---|
| Grind Combo x10 | #28 |
| Air Combo x8 | #56 |
| 100 Tricks | #84 |
| 50,000 pts. | #112 |
| Giant of metal, Grind up | #140 |

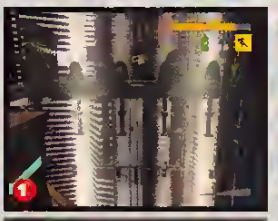



1. In order to perform an Air Combo x8, you must start from one of the highest points in the area. If you have previously completed all the events, a giant vertical beam will appear in the center. You can grind it to easily reach the top. Doing this will also satisfy the fifth challenge!

2. There's one area in the lower section near the entrance where you can easily complete the 100 tricks challenge. It's the one with the pipe section surrounded by ladders on either side. Once you get on the pipe, you can change directions by jumping on a ladder and quickly jumping off again.

## Shibuya-ku District and Pharaoh Tower

| Challenge | Graffiti Soul Revealed |
|---|---|
| Grind Combo x20 | #22 |
| Air Combo x4 | #50 |
| 65 Tricks | #79 |
| 110,000 pts. | #107 |
| Grind around Pharaoh | #135 |





1. The area below the main walkway is a great place to rack up 65 consecutive tricks.

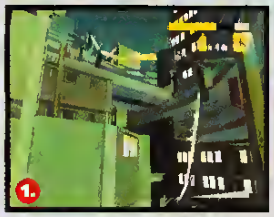
2. The only place in the area where you can complete the points challenge is the platform at the top of the observatory. The outer set of rails are worth 500 points. However, there doesn't seem to be enough room. But that's no problem, right? Just jump off and continue your combo in the air.

3. To complete the fifth challenge, just grind around the glowing blue rails that surround the pharaoh tower without falling.

## Street Challenge Catalog

### Highway Zero

| Challenge | Graffiti Soul Revealed |
|---|---|
| Grind Combo x15 | #108 |
| Air Combo x 5 | #136 |
| 70 Tricks | #24 |
| 90,000 pts. | #52 |
| 6 consecutive wall grinds | #81 |







**1.** There's one yellow wire near the entrance that connects the upper road to the lower one. If you grind up it and jump off with the proper timing, you'll have enough vertical space to perform your Air Combo x5.

**2.** To complete the 70 Tricks challenge, you basically have to complete a significant portion of the entire circuit around the area while grinding and jumping. This is one of the hardest challenges in the game! If you perform lots of tricks while you grind, you can complete the challenge about 3/4 through the circuit. It is even possible to go from the rails near the save point all the way to the long, narrow downhill corridor at the end without touching the ground!

### Sky Dinosaurian Squad

| Challenge | Graffiti Soul Revealed |
|---|---|
| Grind Combo x50 | #82 |
| Air Combo x6 | #110 |
| 100 Tricks | #138 |
| 10,000 pts. | #27 |
| Rail → Swinging ride → Rail | #55 |







**1.** Most of the challenges here seem much harder than they really are. With so many rails in this area, it's easy to obtain huge combos and points. Remember, the green tracks are 500 points and the red ones are 10 points.

**2.** The fifth challenge in this area is quite difficult. You have to jump from one track and land on top of the swinging ride, then jump and land on another track on the opposite side of the ride. It's not really hard, but the swings move slowly across a long distance. Because you have to jump from a rail, timing your jump and waiting until the swing is sufficiently close to you is impossible. You just have to try it over and over until you get lucky.

## Graffiti Soul Catalog

| # | Name | Area Where Found | Notes |
|---|---|---|---|
| **SS Graffiti** | | | |
| 1 | When spinning stops... | — | — |
| 2 | Shake Shake | — | — |
| 3 | Haze | — | — |
| 4 | Newstailsblush | — | — |
| 5 | Heroine GUM | Dogenzaka Hill | — |
| 6 | Owl | Dogenzaka Hill | First clear 20 Tricks |
| 7 | Please leave it | Shibuya Terminal | — |
| 8 | 50 | Shibuya Terminal | First clear the fifth Street Challenge |
| 9 | R | Chuo Street | First clear Air Combo x4 |
| 10 | Taggin' | Rokkaku-dai Heights | — |
| 11 | Unicorn | Rokkaku-dai Heights | First clear 40,000 pts. |
| 12 | Screamin' | 99th Street | First clear Grind Combo x15 |
| 13 | Evil Anger | T. U. Sewage Facility | — |
| 14 | Getting bigger and bigger | — | You get it after Immortals join you |
| 15 | Violet | T. U. Sewage Facility | First clear 45 Tricks |
| 16 | Shirk Bite | Btm. Pt. of Sewage Facility | — |
| 17 | Donzaburocho | Btm. Pt. of Sewage Facility | First clear 70,000 pts. |
| 18 | Clean Style | Hikage Street | First clear Air Combo x4 |
| 19 | Caboom | Kibogaoka Hill | — |
| 20 | Zero Beat | — | You get it after Zero Beat joins you |
| 21 | Mixture of clown and sun | Kibogaoka Hill | First clear 250,000 pts. |
| 22 | SH | Skyscraper District & P. P. | First clear Grind Combo x20 |
| 23 | Spin | Highway Zero | — |
| 24 | Estgeetbeenotry | Highway Zero | First clear 70 Tricks |
| 25 | Poison Jam | — | You get it after Poison Jam joins you |
| 26 | Balm | Sky Dinosaurian Sq. | — |
| 27 | Devoted to you | Sky Dinosaurian Sq. | First clear 10,000 pts. |
| 28 | Grind Corn | Fortified Res. Zone | First clear Grind Combo x10 |
| **S Graffiti** | | | |
| 29 | Haze | — | — |
| 30 | Small Flamin' Fire | — | — |
| 31 | Wild Mysty | — | — |
| 32 | Shrimpy Alien | — | — |
| 33 | Personified Coiled Dragon | — | You get it after Immortals join you |
| 34 | I'm gonna lock you up, baby! | Dogenzaka Hill | — |
| 35 | Fool Mark | Dogenzaka Hill | First clear 50,000 pts. |
| 36 | Red Masterd | Shibuya Terminal | First clear Grind Combo x10 |
| 37 | YM | Chuo Street | — |
| 38 | How do you like the samurai hair? | Chuo Street | First clear 30 Tricks |
| 39 | Cow's Head Bone | Rokkaku-dai Heights | — |
| 40 | My hobby is gardening | Rokkaku-dai Heights | First grind the chimney nearest to the Garage |

| # | Name | Area Where Found | Notes |
|---|---|---|---|
| **S Graffiti continued** | | | |
| 41 | A piece of fried bean curd | 99th Street | First clear Air Combo x4 |
| 42 | That's not good... | T. U. Sewage Facility | — |
| 43 | Silent Laws | T. U. Sewage Facility | First clear 100,000 pts. |
| 44 | Easily Infected OPN | Btm. Pt. of Sewage Facility | First clear Grind Combo x10 |
| 45 | 8urnt Pig | Hikage Street | — |
| 46 | Cuban Guy | Hikage Street | First clear 5S Tricks |
| 47 | Well, it's over | Kibogaoka Hill | — |
| 48 | Zero Beat | — | You get it after Zero 8eat joins you |
| 49 | Wig Tag | Kibogaoka Hill | First clear the fifth Street Challenge |
| 50 | Lucky Honeye! | Skyscraper District & P. P. | First clear Air Combo x4 |
| 51 | Rie Rie Drop | Highway Zero | — |
| 52 | Super Metallic Brain | Highway Zero | First clear 90,000 pts. |
| 53 | Poison Jam | — | You get it after Poison Jam joins you |
| 54 | Super Dangerous Level | Sky Dinosaurian Sq. | — |
| 55 | Ugesh Room | Sky Dinosaurian Sq. | First clear the fifth Street Challenge |
| 56 | Every Nite Affair | Fortified Res. Zone | First clear Air Combo x8 |
| **M Graffiti** | | | |
| 57 | Can you screw over, please? | — | — |
| 58 | Haze | — | — |
| 59 | GawlGawlGobb | — | — |
| 60 | Golden Gold Fish | — | — |
| 61 | Pump Out | Dogenzaka Hill | — |
| 62 | 88 Star | Dogenzaka Hill | First clear the fifth Street Challenge |
| 63 | Gorgeous Bodyline | Shibuya Terminal | First clear Air Combo x3 |
| 64 | Flamin' Afro-Hair 8oss | Chuo Street | — |
| 65 | Haze | Chuo Street | First clear 60,000 pts. |
| 66 | Spinnin' | — | You get it after Immortals join you |
| 67 | Haze | Rokkaku-dai Heights | First clear Grind Combo x10 |
| 68 | Shiny Kitty Cat | 99th Street | — |
| 69 | Oh, it is flying! | 99th Street | First clear 40 Tricks |
| 70 | Back to the beginning | T. U. Sewage Facility | — |
| 71 | Tech | T. U. Sewage Facility | First clear 150,000 pts. |
| 72 | Wanna get an injection? | Btm. Pt. of Sewage Facility | First clear Air Combo x4 |
| 73 | High up in the autumn sky | Hikage Street | — |
| 74 | Slime Voice | Hikage Street | First clear 300,000 pts. |
| 75 | Zero 8eat | — | You get it after Zero 8eat joins you |
| 76 | Please leave me alone | Kibogaoka Hill | First clear Grind Combo x20 |
| 77 | URS | Skyscraper District & P. P. | — |
| 78 | Poison Jam | — | You get it after Poison Jam joins you |
| 79 | D-Fan | 5kyscraper District & P. P. | First clear 6S Tricks |
| 80 | 8aay8oooomMaaaan | Highway Zero | — |
| 81 | Graffiti full of rock souls | Highway Zero | First clear the fifth Street Challenge |
| 82 | One's soul never changes | Sky Dinosaurian Sq. | First clear Grind Combo xS0 |
| 83 | Bubble Letters | Fortified Res. Zone | — |
| 84 | Free 3D wild style M4DE | Fortified Res. Zone | First clear 100 Tricks |
| **L Graffiti** | | | |
| 85 | I can feel the cosmic world | — | — |
| 86 | Full with 2% fruit concentrated | — | — |
| 87 | Long slicked-back hair | — | — |
| 88 | Just like that | — | — |
| 89 | Don't put those two apart | — | You get it after Immortals join you |
| 90 | Zero Beat | — | You get it after Zero Beat joins you |
| 91 | Poison Jam | — | You get it after Poison Jam joins you |
| 92 | Die Die 8omb | Dogenzaka Hill | First clear Grind Combo x10 |
| 93 | Blaze | Shibuya Terminal | — |
| 94 | Will be right back | Shibuya Terminal | First clear 2S Tricks |
| 95 | Ikaihe no ana | Chuo Street | — |
| 96 | Underground World | Chuo Street | First clear the fifth Street Challenge |
| 97 | Scary! | Rokkaku-dai Heights | First clear Air Combo x4 |
| 98 | Draw Free | 99th Street | — |
| 99 | Sonic | 99th 5treet | First clear 100,000 pts. |
| 100 | Karasawa Genkai | T. U. Sewage Facility | First clear Grind Combo x10 |
| 101 | Bambi Crash Thunder Hanako | Btm. Pt. of 5ewage Facility | — |
| 102 | Small, but looks tough | Btm. Pt. of Sewage Facility | First clear S0 Tricks |
| 103 | Reptiles-like Human Species | Hikage Street | — |
| 104 | Zwerg | Hikage Street | First clear the fifth Street Challenge |
| 105 | No Clear Out | Kibogaoka Hill | First clear Air Combo x4 |
| 106 | Complex 8lack | 5kyscraper District & P. P. | — |
| 107 | Indo | Skyscraper District & P. P. | First clear 110,000 pts. |
| 108 | Cheez | Highway Zero | First clear Grind Combo x1S |
| 109 | Fat Beats | Sky Dinosaurian Sq. | — |
| 110 | Cell | Sky Dinosaurian Sq. | First clear Air Combo x6 |

| # | Name | Area Where Found | Notes |
|---|---|---|---|
| **L Graffiti continued** | | | |
| 111 | Darwin | Fortified Res. 2one | — |
| 112 | Powered Up | Fortified Res. 2one | First clear S0,000 pts. |
| **XL Graffiti** | | | |
| 113 | Space Road Star | — | — |
| 114 | China Syndrome | — | — |
| 11S | Haze | — | — |
| 116 | Andromeda | — | — |
| 117 | Tiltil Peaceful | Dogenzaka Hill | First clear Air Combo x3 |
| 11B | Tough yet elegant looking jaw | — | You get it after Immortals join you |
| 119 | Tokyo Traditions | Shibuya Terminal | — |
| 120 | 2ero Beat | — | You get it after 2ero Beat joins you |
| 121 | Bumpy Surface | Shibuya Terminal | First clear 100,000 pts. |
| 122 | Make it look like bubbly kind | Chuo Street | First clear Grind Combo x10 |
| 123 | Eviel | Rokkaku-dai Heights | — |
| 124 | Burning Hot Feeling | Rokkaku-dai Heights | First clear 3S Tricks |
| 12S | Poison Jam | — | You get it after Poison Jam joins you |
| 126 | Ecta | 99th Street | — |
| 127 | Coz | 99th Street | First clear the fifth Street Challenge |
| 12B | Express the natural power | T. U. Sewage Facility | First clear Air Combo x4 |
| 129 | Trans Parents | Btm. Pt. of Sewage Facility | — |
| 130 | Ultra Box | Btm. Pt. of Sewage Facility | First clear S0,000 pts. |
| 131 | Megaro | Hikage Street | First clear Grind Combo x20 |
| 132 | Loven Boom | Kibogaoka Hill | — |
| 133 | DiceK | Kibogaoka Hill | First clear 60 Tricks |
| 134 | Rad | Skyscraper District & P. P. | — |
| 13S | Sail 2 | Skyscraper District & P. P. | First clear the fifth Street Challenge |
| 136 | TFIH | Highway 2ero | First clear Air Combo x S |
| 137 | Tiltil Peaceful | Sky Dinosaurian Squ. | — |
| 138 | Helium | Sky Dinosaurian Squ. | First clear 100 Tricks |
| 139 | Super Motored | Btm. Pt. of Sewage Facility | — |
| 140 | Painkiller | Fortified Res. 2one | First clear the fifth Street Challenge |

# CHARACTER GUIDE



As you play through the game, you'll be able to find a total of 24 characters to join your party! Half of them are "normal" characters that can be obtained by finding them in various locations throughout the game. If you see one, you'll either have to chase them around or satisfy some other challenge to convince them to join you. The other half are "secret" characters that can only be obtained by playing Test Run mode.

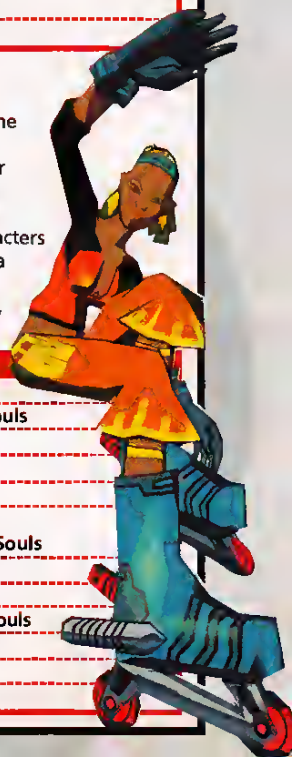
## UNLOCKING NORMAL CHARACTERS

| In this chapter... | Go to this area... | To find this character... |
|---|---|---|
| Chapter 1 | Dogenzaka Hill | Beat |
| Chapter 1 | Shibuya Terminal | Combo |
| Chapter 2 | Rokkaku-dai Heights | Rhyth |
| Chapter 3 | Tokyo Underground Sewage Facility | Garam |
| Chapter 4 | Kibogaoka Hill | Boogie |
| Chapter 6 | Highway 2ero | Soda |
| Chapter 6 | Future Site of Rokkaku Expo Stadium | Jazz |
| Chapter 7 | Garage / various areas | Clutch |
| Chapter 8 | Bottom Point of Sewage Facility | Cube |

## UNLOCKING SECRET CHARACTERS

To collect all the Graffiti Souls in a particular area, you must first get the ones that are initially visible. Then you must complete all five Street Challenges and pick up all the remaining Graffiti Souls that appear. For each area, there are about eight or nine Graffiti Souls in all. Once you accomplish that, three Test Run stages corresponding to that area will become available for play. You can only attempt to unlock secret characters after you've accomplished all this! For the next step, you must obtain a "Jet" rating on the following Test Run stages to unlock the corresponding character. If you have gone through all the trouble to get this far, you'll find the Test Run stages to be relatively easy.

| Obtain a "Jet" rating on... | To earn this... |
|---|---|
| Dogenzaka Hill's Jet Graffiti, Jet Tech, Jet Dash | Doom Riders |
| Shibuya Terminal's Jet Graffiti, Jet Tech, Jet Flag | 2ero Beat + S Graffiti Souls |
| Chuo Street's Jet Graffiti, Jet Tech, Jet Dash | Roboy |
| Rokkaku-dai Heights' Jet Graffiti, Jet Tech, Jet Flag | Gouji |
| 99th Street's Jet Graffiti, Jet Tech, Jet Flag | Rapid 99 |
| Tokyo Underground Sewage Facility's Jet Graffiti, Jet Tech, Jet Flag AND Bottom point of Sewage Facility's Jet Graffiti, Jet Tech, Jet Dash | Poison Jam + S Graffiti Souls |
| Hikage Street's Jet Graffiti, Jet Tech, Jet Flag | Love Shockers |
| Kibogaoka Hill's Jet Graffiti, Jet Tech, Jet Dash | Pots |
| Skyscraper District and Pharaoh Park's Jet Graffiti, Jet Tech, Jet Flag | Immortals + S Graffiti Souls |
| Highway 2ero's Jet Graffiti, Jet Tech, Jet Dash | Noise Tank |
| Sky Dinosaurian Square's Jet Graffiti, Jet Tech, Jet Dash | NT-3000 |
| Fortified Residential 2one's Jet Graffiti, Jet Tech, Jet Flag | A. KU. MU |



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## CHARACTER COMPARISONS

| | Max. Paint Capacity | Stamina | G-Stamina | Graffiti | Acceleration | Cornering | Grind |
|---|---|---|---|---|---|---|---|
| Yoyo | 30 | | | | | | |
| Rhyth | 30 | | | | | | |
| NT-3000 | 30 | | | | | | |
| Gum | 30 | | | | | | |
| Rapid 99 | 30 | | | | | | |
| Corn | 30 | | | | | | |
| Beat | 30 | | | | | | |
| Zero Beat | 30 | | | | | | |
| Combo | 30 | | | | | | |
| Garam | 30 | | | | | | |
| Boogie | 30 | | | | | | |
| Soda | 25 | | | | | | |
| Cube | 25 | | | | | | |
| Clutch | 35 | | | | | | |
| Jazz | 35 | | | | | | |
| Poison Jam | 30 | | | | | | |
| Immortals | 30 | | | | | | |
| Love Shockers | 30 | | | | | | |
| Noise Tank | 20 | | | | | | |
| Roboy | 20 | | | | | | |
| Doom Riders | 30 | | | | | | |
| Pots | 30 | | | | | | |
| Gouji | 30 | | | | | | |
| A. KU. MU | 30 | | | | | | |



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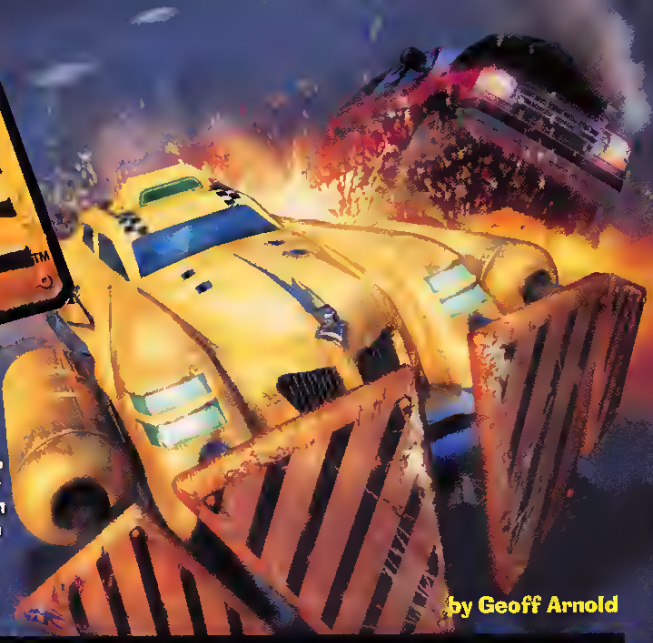
WATCH YOURSELF - DEATH SQUADS PROWL
THE STREETS LOOKING FOR TROUBLE

MATURE
M
CONTENT RATED BY ESRB
Blood and Gore
Violence

VIS

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# SMASHING DRIVE™



**Namco has always been praised for its ability to reproduce near-perfect conversions of its arcade games for home systems, so it's no surprise that all of the elements of the *Crazy Taxi*-inspired *Smashing Drive* have been reproduced perfectly on the GameCube by developer Point of View. The Xbox version should also be available by the time you read this; most of the information on the following pages should apply to that version as well.**

by Geoff Arnold

## THE GOODS

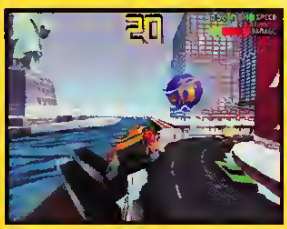
Although the odds seem to be against you, there are a few quirks that will give you the advantage as you make your way through each stage; namely, a handful of power-ups that can turn your taxi into a super cab, allowing you to sprout wings, double your speed or even destroy vehicles with the simple toot of your horn. Try to score multiple power-ups simultaneously whenever possible. Using several power-ups in conjunction with each other will greatly increase the speed of your cab and simplify the task of completing the stage. Try picking up combinations such as Sonic Blast, Crash and 4x4.





### ▲ Turbo Boost

Increases the maximum speed of your cab for a short period of time. If time is running out, Turbo Boost will help you to cover long distances very quickly, though your vehicle's handling will be adversely affected.





### ▲ 4x4

Instantly turns your taxi into a monster truck, allowing you to crush other vehicles, drive over walls and other obstacles and basically create your own path through the stage. With the 4x4 power-up, you'll also take less damage from bumping into cars and objects.





### ▲ Sonic Blast

Super-charges your horn, allowing you to destroy any vehicle and most objects in your path with just one blast. Extremely useful in stages polluted with heavy traffic.





### ▲ Glider

Like Red Bull, the Glider power-up gives you wings, allowing you to "float" through the air and over traffic. Very useful for reaching other power-up that are out of reach, since you are able to travel higher and further than normal.



### ◀ Repair

Look for the Repair power-up when your taxi has taken too much damage; it will restore a good amount of your damage meter. Probably the most useful of all power-ups.





### ▲ Crash Plate

Tired of pesky cars getting in your way? This power-up will attach a large metal plate to the front of your vehicle, allowing you to plow through traffic like a giant battering ram. With the Crash Plate, you'll take less damage and lose less speed when smashing into vehicles and objects.





### ▲ Cutter

If you feel like playing dirty, the Cutter will attach saw blades to the sides and front of your cab, allowing you to cut through vehicles like a hot knife through butter. Very useful when stuck in heavy traffic, it also slightly reduces the damage from collisions.

## THE GOODS



**? **
This power-up will randomly grant you the abilities of one of the previous seven power-ups.





**Bonus**
Picking up this power-up will net you extra bonus cash at the end of the stage—provided that you finish within the allotted time.

**Time**
Snagging this power-up will instantly add five seconds back to the timer.

## RISKY ROUTES

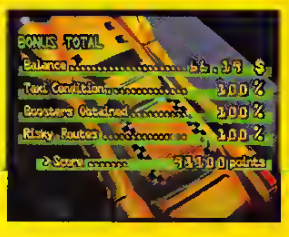
In each level you will discover certain paths that lead to power-ups, bypass heavy traffic areas or generally just allow you to take a shorter path to the end of the level. These paths are referred to as Risky Routes. Each stage contains anywhere from three to six Risky Routes, and locating them is a necessity for two reasons: They will shave valuable seconds off of your overall time by letting you cut through certain sections of the stage and they will add more points to your total score, ultimately unlocking bonus missions. Although some Risky Routes are identified by some sort of makeshift launch ramp or a trail of green arrows highlighting the path, some will not be marked at all, so be sure to fully explore each stage.



## SCORE CARD

At the end of each stage, you will be awarded points based on your performance. There are four areas that determine how many points you will receive: Balance, Taxi Condition, Boosters Obtained and Risky Routes. The higher your point total at the end of the stage, the better, since the bonus stages and bonus shift may only be unlocked after a certain point total has been obtained.

- **Balance**—The faster you get your passenger to the end of the stage, the higher this number will be. Picking up the Bonus power-up will also add a little extra to this score when the stage is completed.
- **Taxi Condition**—This percentage is directly related to how banged-up your taxi is when you cross the goal line. If you cross with no damage at all you will receive a very high percentage (and vice-versa).
- **Boosters Obtained**—This percentage is directly related to the number of Turbo Boost power-ups you pick up.
- **Risky Routes**—The more Risky Routes you locate and complete, the higher this percentage will be.




## SHIFTS AND STAGES

**There are four different shifts that you may play through in *Smashing Drive*: Early Bird, Rush Hour, Night Owl and Dusk & Wired, which is a bonus shift. Each shift is then divided into four stages, three of which are normal with the fourth being a bonus stage.**

# Early Bird

The Early Bird shift is relatively easy compared to the other shifts, with little major traffic and somewhat linear tracks. This shift shouldn't take you too long to complete, especially if you have already spent a little time getting used to the controls. This shift has you transporting passengers from Brooklyn to Wall Street to Little Italy.

## Brooklyn

### Risky Route Locations

1. Risky Route 1 is just before you reach the airport. Look for the long ramp just outside that leads up to the second level of the airport.
2. Risky Route 2 can be found near the checkpoint in the upper left tunnel.
3. Risky Route 3 lies just past the checkpoint on the main path—look for the main road to split, take the lower road (opposite Risky Route 2) and take the ramp that leads up.
4. Risky Route 4 is also just past the checkpoint near the split in the main road. Stay to the extreme right and take the snow-covered path that leads to a Cutter and a Turbo Boost power-up.
5. Risky Route 5 can be found just after you pass through the toll booths. Look for a chance to veer right off the main road near the Sonic Blast power-up and drop down to another main road.

### Best Course

From the start, follow the road to the airport, then take Risky Route 1 to snag a random power-up. Stay near the center of the track and look for the 4x4 power-up, then follow the path onto the runway. Stay to the right side of the runway and look for a baggage truck that leads to a Turbo icon, which should almost boost you to the end of the runway. At the end of the runway, grab the Repair power-up, follow the track around to the right and pick up the Bonus icon just before the checkpoint. From here, take Risky Route 4 to snag the Turbo and Cutter power-ups, then look for the tollbooths and take Risky Route 5. After you pick up the Sonic Blast icon, hug the left side of the track and look for a small, covered tunnel. Make your way through the tunnel to snag a bonus power-up, then continue following the road around the bend to the right. Grab the Glider power-up and use it to collect the Sonic Blast and Turbo power-ups before you hit the final stretch. Use the Sonic Blast to plow through any vehicles and objects that stand in your way and keep the pedal to the metal until you cross the goal line.



# Wall Street

## Risky Route Locations

1. Risky Route 1 is just after the starting point. Look for a small ramp on the left side of the bridge that leads to a Glider icon.
2. Risky Route 2 sits in conjunction with Risky Route 1. After you grab the Glider power-up, drop back down to the bridge below and look for another launch ramp near the center of the screen. Take this ramp and steer to the right to collect Time and Sonic Blast power-ups.
3. Risky Route 3 lies just before the stretch of road that leads to the checkpoint. Look for a ramp that is littered with barricades on the right side and take it to grab a Bonus power-up.
4. Risky Route 4 can be found just after you pass through the area with the two hairpin turns. Stay to the left side of the track and look for a ramp near the end of the pier that will launch you over the water.
5. Risky Route 5 lies near the end of Risky Route 4. Just after you pass over the water and land on the pier, stay to the left side of the track to hit a 4x4 power-up, then immediately follow the path off the main road and to the left. Ride the fountain up to collect both the Crash and Turbo Boost power-ups, then create your own path through the buildings in front of you.

## Best Course



From the starting point, follow the main road along the bridge and take Risky Route 1. Stay centered in the track after picking up the glider icon, then take the next ramp up and follow Risky Route 2. After grabbing the Sonic Blast power-up, continue to follow the narrow road as it winds left, then right...and try not to take too much damage from the vehicles around you. Look for Risky Route 3 next, following that path to reach the upper roadway that leads to the checkpoint. From there, grab the Crash power-up and follow the road down, making your way through the hairpin turns. Stay to the left side of the track to hit Risky Route 4. Look for the 4x4 icon at the end of Risky Route 4 and hug the left side of the track to take Risky Route 5. Stay centered in the track and aim for the fountain, collecting both the Crash and Turbo power-ups, then smash through the two glass buildings in front of you. Once you exit the building, look for the large fountain directly in front of you and aim for the left edge of the ramp just before it. Try to avoid the large concrete globe sculpture, as this will most likely stop you from getting the random power-up just on the other side. Once you have found your way back to the main road, stay to the right side of the track and grab the Repair icon just before you cross the goal.

# Little Italy

## Risky Route Locations

1. Risky Route 1 lies near the beginning of the stage just after the road turns left, then right. You must have the Glider power-up to access it. After you grab the Glider and Crash icons, stay near the center of the road and take the ramp just after the road turns right. Soar over the bridge toward the Turbo icon to complete this route.
2. Risky Route 2 comes up a little after Risky Route 1. Grab the Cutter power-up and hug the right sidewalk to locate an alley with barricades in front. Take this alley to access the route.
3. Risky Route 3 is also a shortcut through a building. Just after you grab the power-up at the end of Risky Route 2, immediately aim for the corner building on the right side of the track. Smash through the building to clear this route.
4. Risky Route 4 is the alternate of taking Risky Routes 2 and 3. If you miss either of these routes, you may still complete this route by smashing through the building on the left street corner near the first Sonic Blast power-up.
5. Risky Route 5 lies just past the checkpoint. Instead of making a left and following the main road, continue heading straight and ramp over the semi truck to make your way through the park.
6. Risky Route 6 sits near the end of the stage. Look for the fire-engulfed building and aim for the fire truck near the right side of it to access this route.

## Best Course



From the starting point, follow the road straight, then immediately head left toward a ramp that leads to the Glider and Crash power-ups. Follow Risky Route 1 to snag the Turbo, then continue on down the road. When the road turns left again, you will encounter a Cutter power up, grab it, then take Risky Route 2. Follow the road along and take Risky Route 3. Next, continue following the track through the checkpoint, then through Risky Route 5 and through the park. Use the snowmen in the park as a makeshift launch ramp to grab the Crash and Sonic Blast power-ups, then continue on through the city. Take Risky Route 5 to cut down on some major time and look for the fire escape near the right side of the road just past the 4x4 icon. Go up the fire escape to grab a Glider power-up, then immediately steer left to hit another fire escape and snag the Turbo icon. With the Turbo activated, stay in the center of the main road to cross the goal line.

# Bonus Stage: Little Italy (250,000 points needed to unlock)

## Best Course



The Little Italy bonus stage is basically the normal Little Italy Stage with a few new twists and turns. More power-ups are available, there are two checkpoints and the main route is comprised of most of the Risky Routes from Little Italy. Follow the same route as you did through Little Italy and try to collect as many power-ups as you can to complete the stage.

# Rush Hour

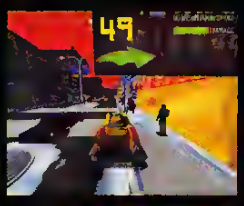
In the more difficult Rush Hour shift, you'll find that the traffic is more concentrated, the power-ups are a bit more difficult to grab, the Risky Routes are a little more difficult to locate and overall the driving conditions are more severe. This shift takes you from the Brooklyn Navy Yard to West Central Park.

## Brooklyn Navy Yard

### Risky Route Locations

1. Risky Route 1 is near the beginning of the stage. You will follow the road to the right, then to the left. Once the road turns left, look for the ramp that leads to the roof of the mall.
2. Risky Route 2 is on top of the roof near the opposite end of the mall roof. Look for the first random power-up, then immediately steer toward the corner of the furthest building on the right side of the road. Smash through the building, head onto the roof and grab the Glider icon to soar across the gap to the opposite rooftop.
3. Risky Route 3 is a little ways down the road past Risky Route 2, but before the bridge. Just past the Repair icon, the road will turn sharply right; look for the bridge in the distance. Hit the ramp on the right side of the road and collect the Glider and random icons to access this route.
4. Risky Route 4 is just after Risky Route 3. Instead of following the road onto the bridge, steer right and make your way into a construction area. Just past the large wrecking ball, you'll see two ramps, one above the other. Take the upper ramp to complete this route.
5. Risky Route 5 is actually adjacent to the bridge. Once you have reached the bridge, stay on the right side of the road and look for a small gap in the bridge just before the burning car. Take this gap down onto a merchant boat to complete this route.

### Best Course







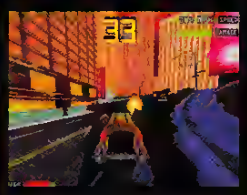
From the starting point, hug the left side of the road and hit the ramp that leads to a 4x4 icon. Continue down the main road until you reach the ramp that leads to Risky Route 1. Skip this ramp and instead follow the road around to the left. Try to hit the ramp that leads to the random icon (this will often give you a Turbo power up), then immediately steer hard to the right and take the path that leads to Risky Route 2. Continue following the road as it turns to the right, take Risky Route 3 to collect the Glider and random icons, then follow the path right toward the construction and Risky Route 4. Taking this path will spit you back out onto the bridge just directly in front of a Turbo icon and the checkpoint. Speed past the checkpoint and look for the access route to Risky Route 5. Following this path will put you near the end of the stage on a long and winding road. Stick near the left side to snag the Crash icon. There is one final random icon on the left side of the road before you cross the goal line.

## Music City Hall

### Risky Route Locations

1. Risky Route 1 can be found just after the starting point, after the road curves left. Look for the ramp in the center of the road that leads to a Cutter icon.
2. Risky Route 2 lies just after you land from the upper bridge where Risky Route 1 took you. As the road curves right, you will see a set of two large purple pipes. Drive into the left pipe to access this route.
3. Risky Route 3 sits near the end of Risky Route 2. As you exit Risky Route 2, you will see a large ramp on the right side of the screen that leads up. If you don't slow down when exiting Risky Route 2, you'll overshoot the ramp.
4. Risky Route 4 is just to the left of the checkpoint. Look for a small tunnel that has barricades placed in front of it.
5. Risky Route 5 is near the end of the stage. Just past the lone 4x4 power up, you will see an open section on the right side of the track (look for the large Christmas tree). Take this path and be sure to steer directly down the center. Hit the Christmas tree and snag the power-ups to complete this route.

### Best Course










From the starting point, follow the road around and avoid taking Risky Route 1, but be sure to take Risky Route 2. Don't worry about Risky Route 3; slowing down to take this route will eat up more seconds than you can spare. Follow the long bridge as it curves right, then left, sticking to the left side to grab a useful Turbo Boost. Race down the center of the road, avoiding traffic, then veer left to take Risky Route 4. Continue following the path until you reach the 4x4 icon just before the entrance to Risky Route 5. Avoid this icon and head straight for the path to the Christmas tree. Collect the plethora of power-up icons in this small area, then—instead of following the track around to the left—smash straight through the glass doors in front of you to gain entry to the mall. Make your way through the mall and speed to reach the goal line.

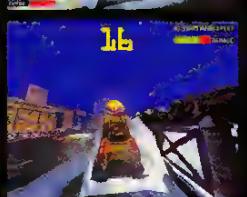
## West Central Park

### Risky Route Locations

1. Risky Routes 1 and 2 are both near the starting point. After the road first turns left, look for a flight of stairs on the left side of the road that leads up to two different ramps. Taking the right ramp up to the helicopter pad will complete the first route.
2. Risky Route 2 can be accessed by taking the left ramp, which leads through an office building.
3. Risky Route 3 is just after the stage checkpoint. Look for a small snow-covered ramp just before the road turns to the right.
4. Risky Route 4 is just after Risky Route 3. Look for a ramp near the right side of the road that launches you through a few stained glass windows and into a church.
5. Risky Route 5 is found just after you rejoin the main road from Risky Route 4. Look for another snow-covered ramp to launch you into a Crash power-up to complete this route.
6. Risky Route 6 is in the museum. Take the path through the skeletal dinosaur's jaws to complete this route.

### Best Course




From the starting point, follow the road around to the left and hug the inside left wall. Take the stairs up to Risky Route 1 (take the right ramp) and boost yourself up the skyscraper. Grab the 4x4 icon on the way down and follow the course as it turns right, then left. Just as the course turns left, take inside track to hit a ramp with Glider and random icons, then continue through the course. Take the inside left corner as you round the bend toward the checkpoint and pick up the Sonic Blast icon. Now follow Risky Routes 3, 4 and 5, pausing only briefly to collect any power-up icons. Once inside the museum, take the upper left path through Risky Route 6, then steer left as you exit the museum. Hit the final ramp to collect the Glider and Turbo icons, then scream across the goal line.

# Bonus Stage: West Central Park

(250,000 points needed to unlock if starting from Rush Hour, 625,000 points needed if continuing from Early Bird)

### Best Course

As with the last bonus stage, the West Central Park bonus stage is basically the same stage as the normal West Central Park stage, except that the stage is a bit more difficult. There are now even more cars than before and you now have a very limited amount of time to reach both checkpoints. Try to avoid the manholes and construction zones; these will eat up a large amount of time. Grab as many power-ups as you can and basically follow the same path as the previous stage to reach the goal.



# Night Owl

The most difficult Night Owl shift may cause you some trouble. Repeating each stage is a necessity, and you must memorize the Risky Routes and power-up locations if you wish to succeed. The traffic is very concentrated in some areas, and the levels are generally more difficult. Expect numerous hairpin turns and extremely rough terrain. The Night Owl shift takes you from the famous Sea and Air Museum to downtown 5th Avenue to Times Square.

## Sea and Air Museum

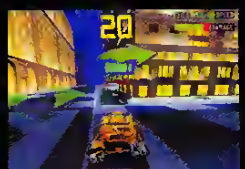
### Risky Route Locations

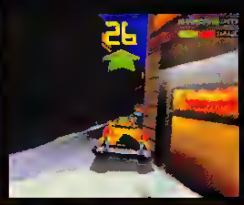
1. Risky Route 1 is near the first Glider icon. Look for a ramp that launches you up to a Glider and a 4x4 power-up. Avoid this ramp and head straight instead toward the subway entrance.
2. Risky Route 2 is just after the first Crash power-up, near the area where the road splits. Take the left path and look for a Glider and a Turbo Boost icon.
3. Risky Route 3 is after the checkpoint in a small alleyway. Look for a Glider and a 4x4 icon near a ramp, then hug the right side of the street to turn down the alleyway.
4. Risky Route 4 is just after you exit from Risky Route 3. Slow down a bit after you exit from Route 3 and look for another small ramp near the right side of the road.

### Best Course

At the start of the stage, immediately steer left to avoid being rear-ended by police cars. Grab the Cutter icon next and head straight down the middle of the road to avoid extra damage. Take Risky Route 1 through the subway and slow down slightly when you exit so you don't overshoot the left path that leads to Risky Route 2. Pass through the checkpoint and take Risky Routes 3 and 4 if you have the chance, this will allow you to avoid some traffic and cut down on your overall time. Be sure to grab the last Sonic Blast power-up before you get close to the goal, then use your horn to clear the path.







## 5th Avenue to 34th Street

### Risky Route Locations

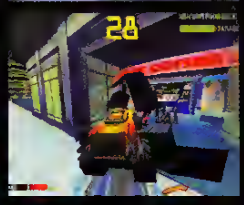
1. Risky Route 1 is near the start of the stage. Head straight up the on-ramp near the right side of the road.
2. Risky Route 2 is close to the first Sonic Blast icon near the exit of Risky Route 1. Look for the power-up and watch for the road to turn left, then right. Take the outside track, then immediately cut inside when the road turns right to enter the bus station.
3. Risky Route 3 is after the checkpoint near the indoor basketball stadium. Look for the stadium on the right side of the road just after you collect a Glider and a 4x4 power-up.










### Best Course

From the start, immediately take the right ramp up and follow Risky Route 1. Continue to follow the road as it curves left, then right until you reach the entrance to Risky Route 2. Take this route to net several power-ups and save a few precious seconds. Bust through the upper level of the bus station and down to the street below. Race through the checkpoint and grab the Glider and 4x4 power-ups, then make your way through Risky Route 3. Collect the two power-ups inside the stadium, then exit and steer left. Grab the random icon from the ramp on the left, then look for one final ramp that holds Glider, Turbo and Repair power-ups before crossing the goal line.



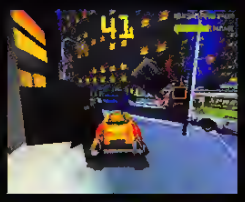
# To Times Square

## Risky Route Locations

**1.** Risky Route 1 is near the starting point. After you make the first right turn, take an immediate left down a side street to clear this route.
**2.** Risky Route 2 sits in conjunction with Route 1. As you exit Route 1, make another immediate left at the end of the street and look for a Time power-up.
**3.** Risky Route 3 sits right after Route 2. After you pick up the Repair power-up in the center of the road, take a hard left and look for the snow-covered path.
**4.** Risky Route 4 is near the 50-foot tall King Kong-like creature that sits near the Empire State Building. Grab the Turbo power-up near the big ape and follow him up the building to complete this route.
**5.** Risky Route 5 is inside the movie theater, just after you exit Route 4. Snag the Turbo icon and follow the road around to the left, then look for the theater on the right side of the street.

## Best Course

From the starting point, immediately hug the left wall and follow Risky Route 1. Continue on through the street, grab the Sonic Blast power-up and steer left to take Risky Route 2. Grab the Time and Repair power-ups and cut inside to the left to take Risky Route 3, then follow Kong through the streets to reach the checkpoint. Take Risky Route 4 through the Empire State Building and continue on the main road to reach the movie theater and Risky Route 5. Skip Route 5 and follow the main road; this will allow you to snag a couple of extra power-ups on the way. Look for a Glider power-up on your left, then collect the Sonic Blast icon on your right. Lay on the horn and speed to reach the goal.





# Bonus Stage: Times Square

(250,000 points needed to unlock if starting on Night Owl, 1,000,000 points needed if continuing from Early Bird)

## Best Course

Like the previous two bonus stages, the Times Square bonus stage is basically a repeat of the preceding stage with more traffic, tons of power-ups and two checkpoints. Again, the main route is compromised of the previous level's Risky Routes. Stick to the same path as you took previously and grab as many power-ups as you can along the way.






# Dusk & Wired






Dusk & Wired is the bonus shift. There is only one stage here, the Statue of Liberty stage. Instead of being a stage that you need to beat in order to progress through the game, it's really just here for fun and to see how many points you can get. There are eight Risky Routes throughout the stage and you have even less time to reach the goal than normal, making this level the most difficult to complete. Since this stage is more of a reward than a challenge, I won't spoil it for you by revealing the locations of the Risky Routes or the best path to the goal line. Have fun and go for the high score!

# The End?

After you complete the bonus shift, you'll be treated to the game's credits and some special cinema scenes involving the Statue of Liberty. Haven't had enough yet? Try beating the game in Survival Mode for the ultimate challenge!




# SELECT GAMES




**Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 50 and 51? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!**

## TUROK: EVOLUTION

XBOX

TIPS & TRICKS PICK!

Acclaim • Fall • 1-4 Players



















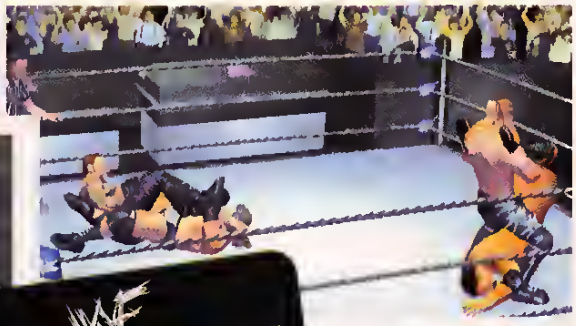

One of the Nintendo 64's most popular game series is continuing on the PlayStation 2, Xbox and GameCube this Fall. *Turok: Evolution* will be the fifth title in the *Turok* series, but it also marks a fresh start for a franchise that lost a bit of steam along the way. Acclaim Studios Austin, the crew behind *Turok: Evolution*, wanted to bring back the magic that made the first game, *Turok: Dinosaur Hunter*, so popular: dinosaurs! The game features over 35 different prehistoric species, each with its own behavior and temperament. Not all dinosaurs are threatening; some will simply go about their own business. (With all that heavy artillery, though, there's nothing to stop you from facilitating their extinction.) The events in *Turok: Evolution* take place way before the adventures of Joshua Fireseed in *Turok: Dinosaur Hunter*. The mystical name, Turok, is handed down from generation to generation, anointing a long lineage of legendary heroes who protect the Lost Lands. *Turok: Evolution* takes us back to the story of the original Turok, Tal'Set. The game begins in 1886 with Tal'Set fighting for the survival of his Native American tribe, deep in the heart of Texas. His nemesis is Captain Tobias Bruckner, a ruthless warmonger who he has been fighting for years. In a decisive battle, Tal'Set and Bruckner clash arms, then stumble into a mysterious pit where Tal'Set gets sucked into an inter-dimensional portal. He wakes up in a strange world called the Lost Lands where he is nursed back to health by the natives of the River Village. He soon learns that the people of the Lost Lands are fighting their own war against a reptilian horde led by Lord Tyrannus. Tal'Set begrudgingly fights alongside the River Village natives, but his reluctance quickly disappears when he realizes that Tyrannus' newly-appointed general is none other than his old enemy, Bruckner, who also seems to have been sucked through to the other side! As Tal'Set, you will be equipped with a wide range of firepower, including new weapons like Variable Payload Cruise Missiles, Gravity Disrupter Beams, Swarm Bore and other chaotic-sounding weapons. There will be some breaks in the first-person-shooter action when you get to fly a Pteranodon through canyon corridors while blasting hapless creatures in the air and ground below. The level of detail in *Turok: Evolution* makes you almost smell and taste the thickness of the jungle. Trees sway in the breeze and bushes rustle from the scurrying of smaller predators. The environments aren't just a scenic view; trees and rocks can be mowed down with your gun so you can crush any reptilian soldier taking cover or dinos cooling in the shade. From what we've seen, the game has every promise of breathing new life into the *Turok* series—it's an evolution indeed.

# WWF WRESTLEMANIA X8

THQ • Summer • 1-4 Players

















The WWF is dominating the world and not even the GameCube will be spared! THQ is getting ready to assault your living room this summer with *WWF WrestleMania X8*. The game is being billed as a GameCube exclusive title and will use a completely new game engine instead of relying on the old *Smackdown!* architecture. This will also be the first WWF game that reflects the WWF/WCW merger and will feature ex-WCW wrestlers like Booker T, Rob Van Dam, DDP, the Hurricane and others. More than 35 wrestlers are selectable, each with his own unique wrestling style to be mastered. And what's a wrestling game without the outrageous ring entrances? *WWF WrestleMania X8* will have some of the best entrance sequences yet to be seen in a wrestling game with streaming "TitanTron" video, full-blown pyrotechnics and signature entrance music for each wrestler. The fans are always a huge part of the WWF energy and *WWF WrestleMania X8* mimics the real thing with a raucous crowd that cheers, boos and chants with varying intensity, depending on the action. The game pushes the real-life simulation even further with a TV-style presentation replete with multiple camera angles, panning, cut-ins and replays. The new fighting engine will focus more on counters and reversals than previous WWF games, allowing you to string multiple counter maneuvers together for a deeper fighting experience. Players must also pay attention to shifts in momentum during matches if they're eyeing the belt. Momentum will play a huge part in the outcome of each match, making tag-team match-ups much more exciting and strategy-oriented. There will be six different venues in nine separate arenas where you can "layeth the smacketh down" including *SmackDown!*, *RAW* and the be-all-end-all of events, *WrestleMania*! *WWF WrestleMania X8* lets you relive all the great moments in the storied history of *WrestleMania* with legendary match types including TLC matches and the infamous Hell in a Cell match. You can also create custom wrestlers with the "Create a SuperStar" option, then take your puny creation and make him into a true belt contender as you play through the Champion Road mode. With over 40 different match types, you're in for hours and hours of obsessive WWF insanity! Now that's *WrestleMania*!

# MR. MOSQUITO

TIPS & TRICKS PICK!

Eidos • Available Now • 1 Player

We made a boo-boo in *Japan Report* in the August 2001 issue by predicting that this obscure blood-sucking title would never come over to the U.S....and we're glad that we were wrong! Eidos has formed a new publishing label called Fresh Games that promises to bring over all the wacky Japanese games that other publishers wouldn't dare touch. *Mr. Mosquito* (released as *Ka* in Japan) will be one of the first titles under the Fresh Games brand and it's definitely worth checking out if you want to see something completely original for the PS2. In the game, you control a pesky little mosquito that stakes its feeding grounds in the Yamada family household. As a wee little insect, you must survive in a world of giants by sucking their blood undetected. Each stage takes you to a room in the house where a Yamada family member is cooking, bathing, watching TV or just sleeping. As you fly about the room, targets will appear on the person's body indicating that that his or her attention is focused elsewhere and it's time to strike! The skin is pierced by pressing the R3 button and you have to immediately start twirling the analog stick to start sucking blood. If you rotate the stick too fast or too slow, your victim will take notice and squish you like the little bug you are! An even and smooth rotation is the key to stealthy feeding habits. Flying in front of a person's eyes will also alert them to your presence and usually results in a Battle mode. Of course, being a mere three millimeters tall, it can hardly be called a battle of brawn, but your mosquito happens to be an acupuncture master and can target special pressure points to sedate the person into a state of relaxation. Sound bizarre enough for you? Your mosquito can also act as a kind of poltergeist by slamming into switches and turning on and off lights, TVs and stereos, driving the family absolutely insane. The game gives you a voyeuristic and rather humorous view of the Yamada family dynamic. The father is lazy and noncommittal, while the mother is hyper and full of anxiety. Their only daughter is a typical angst-ridden teenager, constantly embarrassed by her parents' boneheaded ways. Between each stage you can watch the trivial arguments of the Yamada family, but eventually their sole topic of conversation turns to the irritating mosquito that has taken over their house! The game was developed by Zoom Inc., whom some of you may remember as the folks who made *Zero Divide* for the PlayStation. They must have gone through gallons of itching cream!











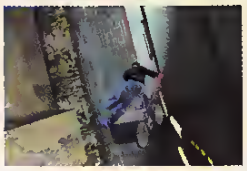




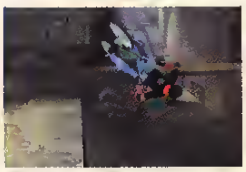
mister mosquito

## GRAVITY GAMES BIKE: STREET, VERT, DIRT

Midway • May • 1-2 Players





Midway recently grabbed the official Gravity Games license and plans to put out several games under that name. The first game, *Gravity Games Bike: Street, Vert, Dirt* is a freestyle biking game featuring some of the top pros in the profession, like Dennis McCoy, Fuzzy Hall, Andre Ellison, Reuel Erickson, Matt Beringer and more. There are more than 1,400 insane tricks to master, all of them motion-captured for incredibly realistic-looking rider animation. As the name of the game suggests, numerous challenges await on street courses, vert ramps and dirt tracks, giving you all kinds of terrain to show off your handlebar skills. With a huge selection of two-player modes like Graffiti, Race, Horse, Follow the Leader and Team Attack, you and your friends will keep pedaling even if your seat gets sore!

## GTC AFRICA

Majesco • April • 1-2 Players






Race the unadulterated wilderness in *Global Touring Challenge (GTC) Africa*! *GTC Africa* has spectacular views as you race rally cars across the Sahara desert, in the Congo Jungle, through the streets of Cape Town and between the Pyramids of Egypt. But it's not a sight seeing tour, folks, it's a rough, dirt-kicking race that requires endurance and focus. The game features licensed rally cars from Ford, Mitsubishi, Subaru and Pontiac. In addition to the standard race modes, you can also engage in hill-climb challenges to see if your car has the gusto to scale the mountains of Africa. *GTC Africa* is exclusive to the PS2.




PlayStation 2

Don't Stumble Around in the Dark

Visit the web site dedicated to giving you the last word on how to survive the greatest 1-Player challenge in the history of RPG's!

www.KINGSFIELD.Agetec.com

www.KINGSFIELD.Agetec.com




Explore more then 40 levels of a subterranean realm lost in time.

Arm yourself with magic items capable of unleashing massive spells.

There are more than 90 levels of power for your character.

Learn to barter if you are a bit short on gold.






TEEN
CONTENT RATED BY ESRB
VIOLENCE

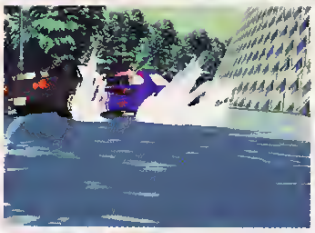
FROM SOFTWARE™

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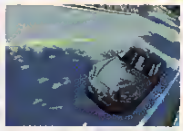
## AUTO MODELLISTA

**Capcom • Fall • 1-2 Players**









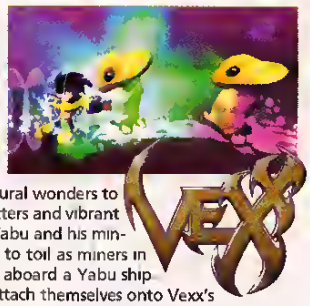


The "cel-shaded" cartoon look of *Auto Modellista* is in vogue with many recent games like *Jet Grind Radio*, *Sonic Shuffle*, *Klonoa 2*, *Fur Fighters* and (as the name intimates) *Cel Damage*. *Auto Modellista* shares the same look, but blends a heavy dose of realism with the cartoon-style graphics. More than anything else, *Auto Modellista* in action looks a lot like the old *Speed Racer* cartoons. The cars move with an incredible sense of speed, aided by fancy visual exaggerations like speedy dash lines, skidding turns and distorting tires. All the cars are licensed from actual Japanese car makers like Honda, Toyota, Nissan, Mitsubishi, Mazda, etc. American and European cars are also in Capcom's licensing plans. Unfortunately, due to Sony's slow progress in setting up broadband access for the PS2 in the U.S., the core feature of *Auto Modellista* will be taken out for the U.S. version. The Japanese version will have Internet play and the ability to chat with other drivers online. In order to clearly identify each vehicle online, a player can customize the paint job, accessories and decals on his or her car for its own individual look. The good news is that the customizing feature will be fully intact for the U.S. version. The bad news is that the game may be only half as interesting without the ability to compete, chat and rank high scores with other players. Hopefully the U.S. version can compensate for some of these deficiencies by adding some extra modes and possibly a deeper multiplayer experience. The game will support the PS2 GT Force Wheel that was released for *Gran Turismo 3 A-Spec*. Can't Sony just call the cable guy?

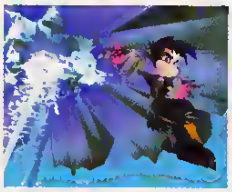


## VEXX

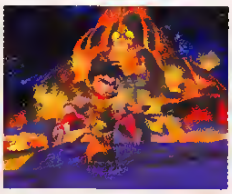
**Acclaim • October • 1-4 Players**

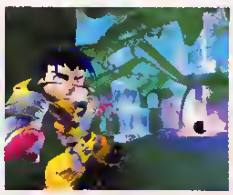


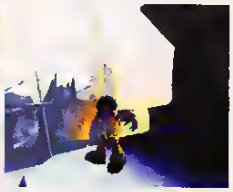
Heading for the PlayStation 2, Xbox and GameCube this Fall, *Vexx* is Acclaim's big project for 2002, and the publisher has high hopes that it will be a franchise that can be built on in the future. Citing such milestones as *Super Mario 64* and *The Legend of Zelda* games as main influences, the developers at Acclaim Studios Austin promise to deliver an epic experience that's equal in stature to their inspirations. The first thing that grabs us about *Vexx* is the cool character design. The hero, Vexx, has big claws and a spiky, black, mod-style hairdo that makes him look like a super-deformed Raziel from *Soul Reaver*, while the enemies have a sinister-but-silly *Abe's Oddworld* look. The environments are colorful, bright and expansive with plenty of gigantic architectural wonders to enter and explore, including temples, underwater cities and tree canopy villages. *Vexx* may have plenty of cute characters and vibrant worlds, but the story is slightly dark and edgy. Astara, a once peaceful and bountiful planet, is invaded by the Dark Yabu and his minions as they sweep down from the sky from an origin unknown. The townsfolk of Astara become enslaved, forced to toil as miners in deep caves under the surface. The young Vexx sees his grandfather get killed by the Dark Yabu and flees for cover aboard a Yabu ship. Hiding in the ship, he discovers the last pair of the legendary Astani Battlegauntlets, which suddenly leap out and attach themselves onto Vexx's arms. With the newfound power emanating from his arms, Vexx must avenge his grandfather's death and save the people of Astani from the Dark Yabu. *Vexx* will have a series of complex maneuvers similar to a fighting game, moves can be cancelled midway through and extensive combo attacks can be performed. Multiplayer mini-games become unlocked as you play through the single-player levels. We'll have more on *Vexx* as we get closer to the release date.











## BLOODY ROAR: PRIMAL FURY

**Activision • Available Now • 1-2 Players**











Not counting *Super Smash Brothers Melee*, *Bloody Roar: Primal Fury* is the first true fighting game for the Nintendo GameCube. Although *Primal Fury* is heavily based on *Bloody Roar 3* for the PlayStation 2, the game has several extras that every *Bloody Roar* fan must sample. The game has the same 12 default characters as the PS2 version, but will have four extra characters to unlock—Kohryu the Iron Mole, Uranus the Chimera, Cronos the Bird and Ganesha the Elephant—rather than just two on the PS2. Team Battle is also possible on the GameCube, whereas the PS2 version only has Versus mode for multiplayer. Six entirely new GameCube levels, plus three enhanced and expanded PS2 levels are available. The biggest change is that there will be no more limits to the number of times you can Hyper-Beastorize in a match. In *Bloody Roar 3*, you had to pump up your Beastorize meter to 100% in order to transform into an animal, basically limiting you to only one transformation per round. The GameCube version allows you to Beastorize at any time, but it will cost you health. Like all the *Bloody Roar* games, there will be a ton of modes to unlock, giving you plenty of things to accomplish in the single-player modes. The *Bloody Roar* games on the PlayStation and PS2 have always been flashy beat-'em-ups with spectacular transformation sequences; it's good to see the same kind of excitement arrive on the GameCube.

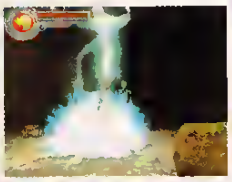
## KING'S FIELD: THE ANCIENT CITY

**THQ • Available Now • 1 Player**

The *King's Field* series on the PlayStation seemed to be a good idea—a traditional role-playing game with a first-person viewpoint—but the execution always came out sloppy. The jerky animation and super-slow movement indicated that the PlayStation's limited powers were not up to the task. On the PlayStation 2, however, *King's Field: The Ancient City* shines as an engaging RPG with scary creatures and an exciting real-time battle system. Agetec learned a lot from *Eternal Ring* (another first-person RPG for PS2) and put those lessons into *King's Field: The Ancient City*, creating an experience that the *King's Field* series should have been when it first appeared.









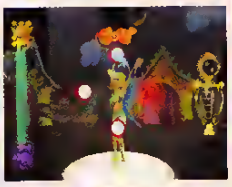
## MAD MAESTRO

**Eidos • Available Now • 1 Player**



Like *Mister Mosquito*, *Mad Maestro* is another Japanese first-party PlayStation 2 game that's being translated and released in North America by Eidos' Fresh Games brand. A timing-oriented music game in the vein of *Parappa the Rapper* and *Gitaroo-Man*, it brings a touch of class to the genre by incorporating classical music themes from the likes of Mozart, Tchaikovsky and Strauss. To complicate matters, players must dynamically adjust the speed of their button-pressing to account for tempo changes...and the pressure-sensitive PlayStation 2 buttons are interpreted at three different levels of forcefulness. A "story" mode attempts to tie the stages together, but it's all typically wacky nonsense. The game is actually on the difficult side, but there's a "Child Mode" to keep it easy, plus a good collection of mini-games to unlock. Any game that incorporates "Mars, The Bringer of War" from Holst's *The Planets* is OK by us!










## SCOOBY-DOO!

**THQ • Summer • 1-2 Players**







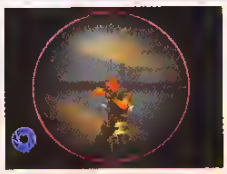


Scooby-Doo and his scruffy friends go ghost-hunting in *Scooby-Doo!* for the GameCube. Unfortunately, Scooby's friends all get kidnapped, leaving the pup to solve the mystery all on his own. Scooby must tiptoe through 12 creepy levels to find his buddies and eventually unmask the villain...since we all know that the "ghosts" in Scooby-Doo! always turn out to be some guy dressing to spook. *Scooby-Doo!* will be in stores this Summer, just in time for the *Scooby-Doo!* movie starring Freddie Prinze Jr. and Sarah Michelle Gellar. The game will also be available on PlayStation 2.

## JAMES BOND 007: AGENT UNDER FIRE

**EA • Available Now • 1-4 Players**







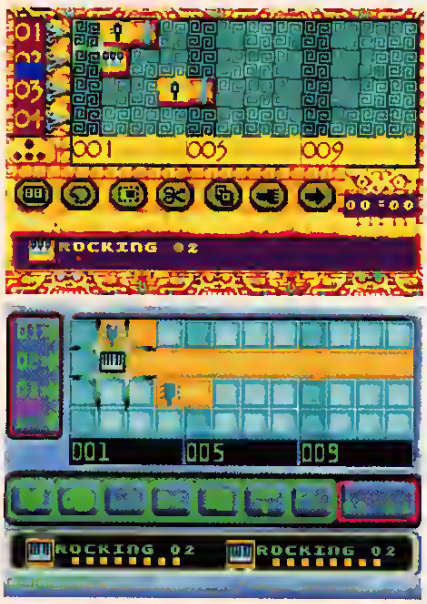



The lady-killin' slickster brings his talents to the Xbox in *James Bond 007: Agent Under Fire*. It's the exact same game as the recent PlayStation 2 release, but with enhanced Xbox graphics. The game is split between the regular first-person-shooter action and driving missions. The story is all original with no ties to any specific Bond film, so much so that the developers created their own über-Bond (he looks like Timothy Dalton but has a Scottish, Sean Connery-like accent). Players get bonus points for exterminating their foes in creative ways. For example, you can simply shoot at oncoming enemies, but it's even better to blow up the gas tank they're standing next to for maximum damage. Every time you do any kind of similar nifty move, a short Bond theme will play, it's actually kind of humorous. Of course, there are plenty of tongue-in-cheek flirtatious "Bond-isms" and a bevy of virtual women for Bond to impress.

## POCKET MUSIC

Majesco • April • 1 Player



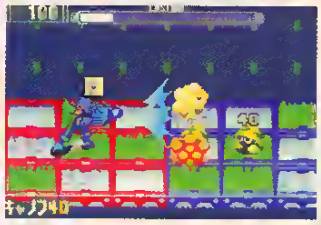


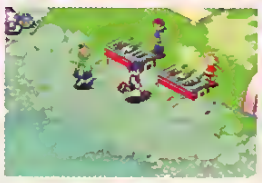

From Jester Interactive—the same folks who brought you the *MTV Music Generator* series—comes a handheld version of the music creation tool *Pocket Music* for the Game Boy Advance comes packed with oodles of samples, drum beats, bass lines and various instrument sounds so you can create your own tunes. Songs can be saved onto the cartridge and swapped with friends A scaled-down Game Boy Color version will also be available The GBA version will have a special version of Eminem's "My Name Is" as a demo tune

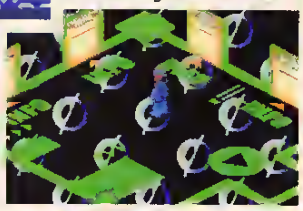
## MEGA MAN BATTLE NETWORK 2

Capcom • May • 1 Player

Not even six months after the release of *Mega Man Battle Network*, Capcom has already announced the Spring release of *Mega Man Battle Network 2*! *Battle Network 2* will have a heavier focus on puzzle-solving elements than in the last game and will feature a new "style change" system that changes Mega Man's look depending on the player's playing style For example, if you prefer fire attacks, Mega Man will slowly turn red . but if you use water attacks extensively, Mega Man will turn blue You can trade your Mega Man styles with other friends using the link cable





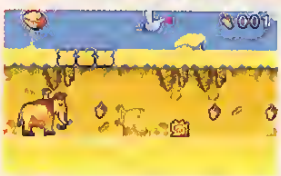


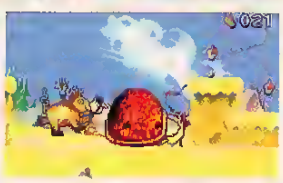




## ICE AGE

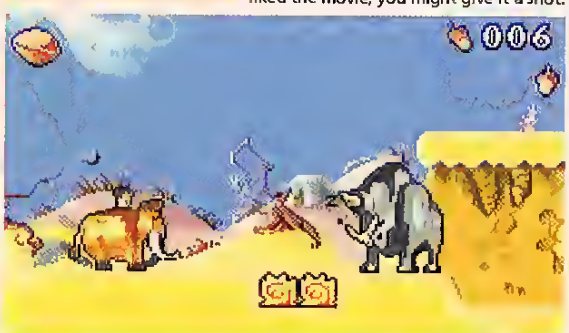
Ubi Soft • Available Now • 1 Player







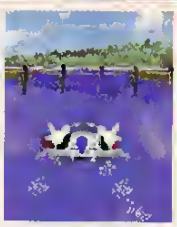
Based on the movie, *Ice Age* for the Game Boy Advance lets you control Manny, the moody giant woolly mammoth Your mission is to deliver a human infant back to his father while battling the disappearing prehistoric landscape as the Ice Age begins to settle in Manny can jump, dive and swing his trunk while the baby sits on his back for the ride of his life. The game is rather simplistic and is aimed at younger gamers, but if you liked the movie, you might give it a shot.



## SPY HUNTER

Midway • June • 1 Player









That's right! The world's coolest car, the Interceptor, is coming to the Game Boy Advance The portable *Spy Hunter* will be based on the new PlayStation 2 game rather than the old classic. You'll get to blow stuff up in style as your sleek car transforms from a fancy sports car to a speedy powerboat Every level will be mission-based with specific goals and objectives to complete *Spy Hunter* for the GBA is scheduled for a June release

# GAME TRACK!

**Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.***

## PLAYSTATION

### APRIL
Daxter's Laboratory. Mandark (BAMI)

### MAY
Bear in the Big Blue House (Ubi Soft)
Dance Dance Revolution: Konamix (Konami)

## PLAYSTATION 2

### APRIL
Army Men: RTS (3DO)
Barbarian (Titus)
GTC Africa (Majesco)
MLB 2003 (Sony)
MLB Slugfest (Midway)
No One Lives Forever (Sierra)
Spider-Man: The Movie (Activision)
Top Angler (Infogrames)
Virtua Tennis 2K2 (Sega)

### MAY
Akira Psychoball (AIA)
Chris Edwards Aggressive Inline Skating (Acclaim)
Conflict Zone (Ubi Soft)
Downforce (Titus)
Evil Twin (Ubi Soft)
Freekstyle 2002 (EA)
Gravity Games Bike: Street, Vert, Dirt (Midway)
Jimmy Nautron: Boy Genius (THQ)
King of Colosseum (BAMI)
Legion: The Legend of Excalibur (Midway)
Need for Speed: Hot Pursuit 2 (EA)
Rally Simulation (Ubi Soft)
Raymen Arena (Ubi Soft)
Run Like Hell (Interplay)
Skias of Arcadia (Sega)
Space Race (Infogrames)
Test Drive (Infogrames)
UFC: Throwdown (Crave)
V.I.P. (Ubi Soft)
Worms Blast (Ubi Soft)

### JUNE
H2Ovardrive (Crave)
Hot Wheels (THQ)
The Lost (Crave)
Mat Hoffman's Pro BMX (Activision)
Medal of Honor: Frontline (EA)
Scooby-Doo! (THQ)
The Simpsons Skateboarding (EA)
Sky Gunner (Atlus)
SOCOM U.S. Navy Seals (Sony)
Stuntman (Infogrames)
Terminator (Infogrames)
Tom & Jerry: Way of the Whiskers (New Kid Co.)
Way of the Samurai (BAMI)

### JULY
Aliens: Colonial Marines (EA)
Kelly Slater's Pro Surfer (Activision)
NHL FaceOff 2002 (Sony)
Return to Castle Wolfenstein (Activision)
Street Hoops (Activision)
X-Men: Next Dimension (Activision)

### AUGUST
IHRA Drag Racing (Bathesda)
Ninja Gaiden (Tecmo)
Turok: Evolution (Acclaim)

### SEPTEMBER
Auto Modellista (Capcom)
Kengo: Master of the Bushido 2 (Crave)
Tekken 4 (Namco)
TimeSplitters 2 (Eidos)
Vexx (Acclaim)

### OCTOBER
Armada 2 (Metro 3D)
Duke Nukem (Rockstar)
Powerpuff Girls (BAMI)

### POSSIBLE IN 2002
Ape Escape 2 (Sony)
Armored Core 3 (Agetec)
Blade 2 (Activision)
BloodRayne (Majesco)
Dead to Rights (Namco)
Defendar (Midway)
Dr. Muto (Midway)
Final Fantasy XI (Square/EA)
Fire Blade (Midway)
Kingdom Hearts (Square/EA)
The Matrix (Interplay)
Minority Report (Activision)
Mortal Kombat: Deadly Alliance (Midway)
NBA Ballers (Midway)
Onimusha 2 (Capcom)
Ozzy's Black Skies (iRock)
Tenchu 3 (Activision)
Tha Thing (Universal)
V'Room (Interplay)
Wild Arms 3 (Sony)
WipeOut Fusion (Sony)
Xenosaga (Namco)

## XBOX

### APRIL
Buffy the Vampire Slayer (EA)
Burnout (Acclaim)
Spider-Man: The Movie (Activision)
World Series Baseball 2K3 (Sega)

### MAY
Back Pedal (THQ)
Legends of Wrestling (Acclaim)
MLB Slugfest (Midway)
Gravity Games Bike: Street, Vert, Dirt (Midway)
Rayman Arena (Ubi Soft)
Red Card Soccer (Midway)
Shikami Castle (BAMI)
Tom Clancy's Ghost Recon (Ubi Soft)
Test Drive (Infogrames)

### JUNE
Commandos 2 (Eidos)
Crazy Taxi Next (Sega)
Gun Metal (Majesco)
The House of the Dead 3 (Sega)
Mat Hoffman's Pro BMX (Activision)
Sega GT 2002 (Sega)
Shayde: Monsters vs. Humans (Matro 3D)
Terminator (Infogrames)
Toxic Grind (THQ)
Wave Rally (Eidos)

### JULY
Kelly Slater's Pro Surfer (Activision)
Street Hoops (Activision)
Tetris Worlds (THQ)

### AUGUST
Chris Edwards Aggressive Inline Skating (Acclaim)
Turok: Evolution (Acclaim)
X-Man: Next Dimension (Activision)

### SEPTEMSER
TransWorld Snow (Infogrames)
Vexx (Acclaim)

### OCTOBER
Armada 2 (Metro 3D)
Unreal Championship (Infogrames)
Shenmue II (Sega)

### POSSIBLE IN 2002
BloodRayne (Majesco)
Bounty Hunter (Crave)
Defender (Midway)
Dr. Muto (Midway)
Enclava (Conspiracy)
Freaky Flyers (Midway)
Grand Theft Auto III (Rockstar)
Jackie Chan Adventures (Encore)
Legion: The Legend of Excalibur (Midway)
Malice (Argonaut)
Tha Matrix (Interplay)
Mika Tyson Boxing (Codemasters)
Minority Report (Activision)
Mortal Kombat: Deadly Alliance (Midway)
Panzer Dragoon (Sega)
Phantasy Star Online (Sega)
Pro Race Driver (Codemesters)
Return to Castle Wolfenstein (Activision)
Sea Blade (Simon & Schustar)
The Thing (Universal)
TimeSplitters 2 (Eidos)
Toe Jam & Earl 3 (Sega)
Ultimate Blade of Darkness (Codemasters)

## GAMECUBE

### APRIL
Burnout (Acclaim)
NBA 2K2 (Sega)
Spidar-Man: The Movie (Activision)

### MAY
Bomberman Generations (Majesco)
Gravity Games Bike: Street, Vert, Dirt (Midway)
Legends of Wrestling (Acclaim)
MLB Slugfest (Midway)
Red Card Soccer (Midway)
Virtua Striker 3 (Sega)
Zoo Cube (Acclaim)

### JUNE
Back Pedal (THQ)
BMX Extreme (THQ)
Hot Wheels (THQ)
Jimmy Neutron: Boy Genius (THQ)
MX 2003 (THQ)
Phantasy Star Online Ver. 2 (Sega)
Rayman Arena (Ubi Soft)
Scooby-Doo! (THQ)
WWF Wrestlemania X8 (THQ)

### JULY
Tetris Worlds (THQ)

### AUGUST
Chris Edwards Aggressiva Inline Skating (Acclaim)
Kelly Slater's Pro Surfer (Activision)
Turok: Evolution (Acclaim)
X-Men: Next Dimension (Activision)

### SEPTEMBER
Armada 2 (Metro 3D)
Galleon. Island of Mystery (EA)
Vexx (Acclaim)

### POSSIBLE IN 2002
Animal Forest (Nintendo)
BloodRayne (Majesco)
Defander (Midway)
Disney's Mickey Mouse (Nintendo)
Donkey Kong Racing (Nintando)
Doshin the Giant (Nintendo)
Dr Muto (Midway)
Eternal Darkness (Nintendo)
Freeky Flyars (Midway)
Kameo: Elements of Power (Nintendo)
The Legend of Zelda (Nintendo)
Mario Sunshine (Nintendo)
Metroid Prime (Nintando)
Mortal Kombat. Deadly Alliance (Midway)
NBA Ballers (Midway)
Rasident Evil (Nintendo)
Rune (Agatec)
Skies of Arcadia (Sega)
The Scorpion King (Universal)
Soul Calibur 2 (Nemco)
Star Fox Adventures: Dinosaur Planet (Nintendo)
Top Gun (Titus)

## GAME BOY COLOR

### APRIL
Pocket Music (Majesco)
Resident Evil Gaiden (Capcom)

## GAME BOY ADVANCE

### APRIL
All-Star Baseball 2003 (Acclaim)
Blender Brothars (Infogrames)
Bomberman Max (Majesco)
Breath of Fire II (Capcom)
Casper (Titus)
Denki Blocks! (Majesco)
Duke Nukem (Rockstar)
Ice Age (Ubi Soft)
Monster Jam: Maximum Destruction (Ubi Soft)
Motocross Maniacs Advance (Konami)
NASCAR Heat (Infogrames)
Pocket Music (Majesco)
Power Pro Tennis (Konami)
Robocop (Titus)
Spidar-Man: Tha Movie (Activision)
Tactics Ogre (Atlus)
Top Gun (Titus)
Urban Yeti (Telegames)

### MAY
Bonx Racers (Ubi Soft)
CUBE (Ubi Soft)
Defender of the Crown (Metro 3D)
Disney's Jungle Book (Ubi Soft)
Dragon Ball Z: Legacy of Goku (Infogrames)
Kong (BAMI)
Pinball of the Dead (THQ)
Prize Fighter (Acclaim)
Sega Smash Pack (THQ)
Mega Man Battle Network 2 (Capcom)
Wings Advance (Metro 3D)
Worms Blast (Ubi Soft)
Ultimate Brain Games (Telegames)
Zoo Cube (Acclaim)

### JUNE
Aero the Acrobat (Metro 3D)
Colin McRae Rally (Ubi Soft)
Disney's Lilo & Stitch (Disnay)
Dual Blades (Metro 3D)
Dragon Ball Z: The Collectible Card Game (Infogrames)
Fire Pro Wrestling 2 (BAMI)
Mat Hoffman's Pro BMX (Activision)
Minority Report (Activision)
Spy Hunter (Midway)
Worms World Party (Ubi Soft)

### JULY
Stuart Little 2 (Activision)

### AUGUST
ATV Quad (Acclaim)
Kelly Slater's Pro Surfer (Activision)
Turok: Evolution (Acclaim)

### SEPTEMBER
Barbarian (Titus)
Vexx (Acclaim)

### OCTOBER
Disney's Treasure Planet (Disnay)
Grend Theft Auto III (Rockstar)
Sports Illustrated for Kids: Basketball (BAMI)

### POSSIBLE IN 2002
Animal Forest (Nintendo)
Banjo-Kazooie: Grunty's Revenge (Nintendo)
Boulder Dash EX (Kemco)
Diddy Kong Pilot (Nintando)
Donkey Kong. Coconut Crackers (Nintendo)
Guilty Gaar X (Semmy)
Mega Man Zero (Capcom)
Metroid Advance (Nintendo)
Shrek Kart (TDK)

* Publishers, please contact us with updates and/or corrections

Select Games

### 4X4 EVOLUTION

*Secret Codes*

Enter any of the following codes at the title screen. A special message will appear after entering each code correctly

Unlock all cheat trucks—**L1, L2, R1, R2, L1, R1**

Start with $1,000,000—**L2, □, R1, ○, R1, L1, ○, L2, □, R2, □, R1**

Slow-mo mode—**L1, L2, R1, R2, □, ○**

Warp speed mode—**L1, L2, R1, R2, □, □**

### ARCTIC THUNDER

*Secret Codes*

Enter any of the following codes at the Mode Select screen. A special message will appear after entering a correct code

Rooster power-ups—**R1, R2, L2, L1, □, START**

Snowball power-ups—**□, □, □, L1, ○, START**

Boost power-ups—**○, R1, R1, ○, R2, START**

Grappling Hook power-ups—**○, ○, L2, ○, ○, L1, START**

Random power-ups—**R1, R2, □, ○, R1, R2, START**

Snow Bomb power-ups—**○, ○, R1, R2, START**

No power-ups—**□, □, ○, □, R2, □, START**

Super boost—**○, L1, □, R2, □, L2, START**

Opponent catch-up off—**○, □, ○, ○, □, START**

All invisible—**□, ○, □, R2, ○, ○, START**

No drones—**□, □, ○, ○, L1, R1, START**

### ARMORED CORE 2

*Limiter Release*

At any time during gameplay, hold **R2 + L2** and press **R3** (push the right analog stick into the controller). For the next 40 seconds, your Energy Gauge will not deplete no matter how much you use. However, after the period expires, you'll have no energy at all for another 50 seconds. You may repeat this as many times as you like

### ARMY MEN: AIR ATTACK 2

*Mission Select*

At the main menu, select "Continue Game" then select "Password." Next, enter **Up, X, ○, Up, Left, □, ○, X** as your password. You can now select from any of the 20 missions in the game

### ARMY MEN: SARGE'S HEROES 2

*Secret Codes*

Enter any of the following codes at the "Input Code" screen under the "Levels" menu

F R E E P L A Y—Unlock all levels

N O D I E—Invincibility

N O S E E U M—Invisibility

G I M M E—All weapons

S H O R T Y—Tiny player

I M H U G E—Giant player

T H D O T E S T—Debug info

### ATV OFFROAD FURY

*Secret Codes*

At the main menu, select "Pro-Career," then select any empty slot at the following screen. Next, enter any of the following codes as your name. If you entered a correct code, you'll automatically return to the main menu

C H A C H I N G—Unlock all ATVs

W H A T E X I T—Unlock all tracks

A L L O U T A I—More aggressive opponents

### BALDUR'S GATE: DARK ALLIANCE

*Play as Drizzt Do'Urden*

At the character select screen, hold **L1 + R1 + △** and press **X**. You won't see or hear any special indication that the code worked until you begin your game

*Level Warp & Invincibility*

At any time during gameplay, hold **L1 + R2 + Left + △** and press **START**. After entering the code correctly, a special menu will appear

*Power-Up Your Character*

At any time during gameplay, hold **L1 + R2 + Left + △** and press **R3** (push the right analog stick). Your character's level will be set to 20 and you'll have 75,000 gold and all level 1 feats. This code will only partially work if you are using Drizzt.

### CART FURY CHAMPIONSHIP RACING

*Cheat Codes*

Enter any of the following codes at the "Cheats" screen under the Options menu. If the name of the code appears with the word "disabled" next to it, highlight that cheat and press **Right** to enable it

Unlock All Cars—**△, X, △, □, L2, △**

Unlock All Tracks—**R1, △, X, X, R2, L1**

Unlock All Movies—**L1, ○, R2, X, L2, △**

Death Wall—**X, □, R2, △, R1, R2**

Death Cars—**L2, □, L1, R2, R2, X**

Player Death Car—**L1, □, R1, R2, L2, L1**

Jump—**L1, L2, L1, R2, X, X**

Unlimited Time—**□, L1, R2, ○, △, R1**

Big Heads—**△, □, □, L2, L1, R2**

Night Drive—**X, ○, △, L2, R2, L1**

Low Gravity—**R2, R1, □, □, L1, L1**

Rocket Wheels—**L1, R2, △, □, □, △**

Thick Fog—**R2, R1, X, □, □, ○**

Infinite Turbo—**X, X, □, □, L2, L2**

Infinite Continues—**L1, L2, L1, □, △, ○**

### CRAZY TAXI

*Secret Bicycle*

To drive a secret bicycle instead of a cab in Arcade or Original mode, carefully enter the following code at the character-select screen

Hold **L1**, hold **R1**, release **L1**, release **R1**

Hold **R1**, hold **L1**, release **R1**, release **L1**

When you lock in your character with the X button, you'll hear a bicycle bell to confirm that the code has been entered correctly. You can also enter the code with the **L2** and **R2** buttons if you wish

*Another Day*

Use the following code at the character-select screen in Arcade or Original mode. When the character you want to choose is on the screen, press and release **R1** once, then hold down **R1** and press X. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations

*No Arrows*

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **R1** and press **START**. Continue to hold both buttons until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow at the top of the screen will not appear

*No Destination Mark*

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **L1** and press **START**. Continue to hold both buttons until the words "no destination mark" appear in the lower left corner of the screen. In this mode, your passenger's destination will only be identified by a single green line at ground level, so you won't be able to see it from a distance like you usually can

*Expert Mode*

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **L1 + R1** and press **START**. Continue to hold all three buttons until the word "EXPERT" appears in the lower left corner of the screen. This trick combines the effects of the "No Arrows" and "No Destination Mark" codes.

*Speedometer*

You need a second controller plugged into Port 2 to enter the remaining codes. At any time during a game, hold the **R1** button and press □ five times using Controller 2. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. To toggle the speedometer off, just hold **R1** and press □ on Controller 2 again

*Alternate Camera Angles*

Use the following button combinations on Controller 2 to change the camera angle at any time during the game

• Hold **R1** and press △ on Controller 2 to switch to a camera that follows you from a fixed location and moves to various fixed locations as you drive around

• Hold **R1** and press ○ on Controller 2 to toggle between two additional camera angles. One is a first-person view through the windshield of your car, and the other is a close-up view of your passenger's face

• Hold **R1** and press X on Controller 2 to return to the default view

### DAVE MIRRA FREESTYLE BMX 2

*Cheat Codes*

The following codes can be entered at the main menu.

• Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—**Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, □**

• Unlock all movies—**Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, □**

• Unlock secret pieces in Park Editor—**Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, □**

• Unlock all Park Editor themes—**Up, Left, Down, Right, Down, Up, Down, Right, Left, Left, □**

### DOA2: HARDCORE

*Infinite Score & Items in Survival Mode*

First, start a new game in Survival Mode. When your opponent appears, press the blue Eject button on the PlayStation 2 and fight as you normally would. When you defeat the opponent, the time limit will reset to and stay frozen at 40 seconds. Your opponent will lie on the ground, and the next one won't appear! You can continue to attack the fallen opponent by pressing **Up + A + B**. Each time you do this, an item will appear. You can continue obtaining items and points indefinitely. When you're ready to move on to the next opponent, just press the **Eject** button again. You can repeat this process for every single opponent. If you die, the screen will fade to white. It will stay in that state until you press Eject again. This trick won't work if you defeat an opponent while "Danger Reach" is in effect

### DRAKAN: THE ANCIENT'S GATES

*Secret Codes*

At any time during gameplay, press and hold **L1**, then **R2**, then **L2**, then **R1**. While continuing to hold all four buttons, enter any of the following codes. A special message will appear in the upper left corner of the screen after you've entered a correct code

**○, □, Right, Left, X, △, Down, Up**—Add 10,000 gold to your inventory

**□, △, ○, X, Right, Down, Left, Up**—Increase your experience level by 1

**Up, Down, Left, Right, Right, Left, Down, Up**—Unlock all spells and increase their level by 1

**△, Down, ○, Left, □, Right, X, Up**—Full Health and Mana

**X, Down, △, Up, ○, Right, □, Left**—Invincibility

### DYNASTY WARRIORS 2

*Secret Codes*

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Once unlocked, the **BGM Test** will appear under the "Sound" item at the "Options" menu. "Opening Edit" will appear within the "Options" menu

Unlock Wu Kingdom characters—**□, □, R2, R2, R1, R1, □, □**

Unlock Shu Kingdom characters—**□, □, R1, R1, □, □, R2, R2**

Unlock all characters—**□, R1, □, R2, □, R2, □, R1**

Select either side in Free Mode—Hold down **△** and press **R1, L1, L2, R2, R1, L1, L2, R2**

Unlock all stages in Free Mode—Hold down **□** and press **L1, R1, R2, L2, L1, R1, R2, L2**

Unlock BGM Test—**L1, L1, L1, R1, R1, R1, L2, R2**

Unlock Opening Edit—**R2, R2, R2, L2, L2, L2, R1, L1**

Unlock Wei Kingdom characters—**□, □, □, □, R2, R2, R1, R1**

### DYNASTY WARRIORS 3

*Secret Codes*

Enter any of the following codes at the main menu. You'll hear a special sound effect to confirm after entering each code correctly

**R1, R2, L2, L1, □, L1, L2, R2, R1, △**—Unlock all Free Mode stages

**△, L1, △, R1, △, □, L2, □, R2, □**—Unlock all movies in Movie Gallery

**R1, □, R1, △, R1, L1, □, L1, △, L1**—Unlock "Opening" item in Options

**L1, L1, R1, R1, L2, L2, R2, R2, □, △**—Unlock all Sound Test BGMs

**L1, □, △, R2, L1, L2, L2, R1, □, L1**—Unlock all Shu characters

**△, △, L1, □, R1, R2, L1, L2, L2, L2**—Unlock all Wu characters

**L2, L1, □, △, L1, L2, R1, R2, L1, L2**—Unlock all Wei characters

**R2, R2, R2, L1, △, L2, L2, L2, R1, □**—Unlock all characters

### ESPN X GAMES SKATEBOARDING

*Unlock All Stages*

At the title screen, press **Up, Up, Up, Down, Down, Down, Up, Down, Up, Down, Up, Down, L1, R1**. You'll hear a special sound effect after entering it correctly

### EXTREME G III

*Secret Cheats*

At the "Game Modes" screen, enter any of the codes below. A special message will appear after entering a code correctly

Win next race—**L1 + R1 + L2 + R2, L2 + R2, R1 + R2, L1 + R1 + L2 + R2**

Infinite ammo—**L2, R2, L1, R1, L2 + R2, L1 + R1**

Infinite shield—**L1 + R1, L2 + R2, L1 + L2, R1 + R2**

Unlock all tracks—**L1, L1, L2, L2, R2, R2, R1, R1, L1 + R1 + L2 + R2**

Start with 500,000 credits—**L1, L1, L1, L1, L1, L2, L2, L2, L2, L2, R1, R1, R1, R1, R1, R2, R2, R2, R2, R2, L1 + R1 + L2 + R2**

Double prize money—**L1, L2, R2, R1, R1, R2, L2, L1**

### GAUNTLET: DARK LEGACY

*Secret Codes*

Enter any of the following codes as your character's name when you begin a new game. All effects are permanent

I N V U L N—Invulnerability

0 0 0 0 0 0—Invisibility

S S H O T S—Super shots

M E N A G E—3-Way shots

R E F L E X—Reflecting shots

P E E K I N—X-ray vision

P U R P L E—Full Turbo

D E L T A 1—Giant player, tiny enemies

A L L F U L—Start with 9 Potions, 9 Keys

1 0 0 0 0 K—Start with 10,000 Gold

E G G 9 1 1—Play as Pojo the chicken

I C E 6 0 0—Play as a big fat Dwarf

N U D 0 6 9—Play as a sado-masochist Dwarf

S T X 2 2 2—Play as a stick figure with a smiley-face

K J H 1 0 S—Play as a stick figure with a baseball cap

P N K 6 6 6—Play as a stick figure with a mohawk

B A T 9 0 0—Play as a centurion

T A K 1 1 8—Play as a ninja

S T G 3 3 3—Play as a bald guy

K A O 2 9 2—Play as a waitress

C S S 2 2 2—Play as a guy with casual clothes and a baseball bat

A R V 9 B 4—Play as a guy with casual clothes and a mace

D I B 6 2 6—Play as a guy with casual clothes and a head on a staff

R I Z 7 2 1—Play as a quarterback

S J B 9 6 4—Play as a martial artist with two scythes

D A R T H C—Play as a bald guy with black cape

T W N 3 0 0—Play as a blue and orange Valkyrie with a bloody scythe

A Y A S S S—Play as a Japanese schoolgirl

C E L 7 2 1—Play as a cheerleader

C A S 4 0 0—Play as a special Warrior

M T N 2 0 0—Play as a General

R A T 3 3 3—Play as a Warnor rat

G A R M 9 9—Play as a bald Wizard

G A R M 0 0—Play as a Wizard with a dark cloak

D E S 7 0 0—Play as a Wizard in desert garb

S K Y 1 0 0—Play as a green alien

S U M 2 2 4—Play as Sumner

### GRADIUS III AND IV

*All Power-Ups*

At any time during gameplay, press **START** to pause the game, then enter any of the codes below. Each one will take effect immediately after pressing **START** again to unpause. Remember, these codes will only work if the "Game Level" setting in Option Mode is set to 3 or lower. Even then, you may only use either code a number of times equal to 1 + the number of stages you've cleared in your current game

All Power-ups plus Laser—Press **Up, Up, Down, Down, Left, Right, Left, Right, X, ○**

All Power-ups plus Double—Press **Up, Up, Down, Down, Left, Right, Left, Right, □, △**

## GRAND THEFT AUTO III

*Secret Codes*

Enter any of the following codes during gameplay. You'll hear a special sound effect after correctly entering each one.

100 Health—**R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up**

100 Armor—**R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up**

All Weapons—**R2, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up**

$250,000—**R2, R2, L1, L1, Left, Down, Right, Up, Left, Down, Right, Up**

Lower Wanted Level—**R2, R2, L1, R2, Up, Down, Up, Down, Up, Down**

Raise Wanted Level—**R2, R2, L1, R2, Left, Right, Left, Right, Left, Right**

All Cars Explode—**L2, R2, L1, L1, L2, R2, △, □, ○, △, L2, L1**

Better Steering—**R1, L1, R2, L1, Left, R1, R1, △**

Tank—**○, ○, ○, ○, ○, ○, R1, L2, L1, △, ○, △**

Fog—**L1, L2, R1, R2, R2, R1, L2, ×**

Rain—**L1, L2, R1, R2, R2, R1, L2, ○**

Cloudy sky—**L1, L2, R1, R2, R2, R1, L2, □**

Clear sky—**L1, L2, R1, R2, R2, R1, L2, △**

Speed up time—**○, ○, ○, □, □, □, □, □, L1, △, ○, △**

Alternate costume—**Right, Down, Left, Up, L1, L2, Up, Left, Down, Right**

Pedestrians riot—**Down, Up, Left, Up, ×, R1, R2, L2, L1**

Pedestrians not more—**R2, R1, △, ×, L2, L1, Up, Down**

## GUILTY GEAR X

*Unlock Dizzy & Testament*

At the title screen, when the words "Press Start" appear, press **Down, Right, Right, Up, START**. You'll hear a special sound effect after entering the code correctly.

## JEREMY MCGRATH SUPERCROSS WORLD

*Secret Codes*

Enter the following codes at the main menu. After entering each one correctly, you'll see a text message appear briefly at the bottom left corner of the screen.

**R2, L1, □, ○, ○, ○**—Low gravity

**Up, Up, Up, Up, R1, □, ○**—Infinite turbo

## JONNY MOSELEY MAD TRIX

*Unlock All Characters, Costumes, Skis and Courses*

At the title screen, hold **L2 + L3 + R1 + Down + □** and press **○** (**L3** is activated by pushing the left analog stick into the controller.) You won't get any special confirmation after entering it correctly, so you'll have to enter the character-select screen in order to verify the results.

## KNOCKOUT KINGS 2001

*Secret Codes*

Select the Career mode and enter any of the following cheat codes as your boxer's name to unlock secret characters.

**MECCA**—Unlock Ashy Knucks

**MRBARRY**—Unlock Barry Sanders

**JGIAMBI**—Unlock Jason Giambi

**JRSEAU**—Unlock Junior Seau

**OWNOLAN**—Unlock Owen Nolan

**STEVEF**—Unlock Steve Francis

**ZITO**—Unlock Chuck Zito

**JBOTTI**—Unlock John Botti

**DEMART**—Unlock David De Martini

**BAILEY**—Unlock Joe Mesi

**AUSTIN**—Unlock Ray Austin

**HATCHER**—Unlock Charles Hatcher

**BOSTICE**—Unlock David Bostice

**OSUNA**—Unlock Bernando Osuna

**NELSON**—Unlock Trevor Nelson

## LE MANS 24 HOURS

*Secret Codes*

At the main menu, select "Championship," then proceed through the prompts until you reach the "Name Entry" screen. Next, enter any of the codes below as your name. You'll hear a special sound effect after entering a correct code.

**NUMBAT**—Unlock all Championships

**SPEEDY**—Unlock all tracks

**ACO**—Unlock all cars

## LEGENDS OF WRESTLING

*Unlock All Wrestlers*

At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right, △, △, □**. A special message will appear after entering the code correctly.

## LEGO RACERS 2

*Secret Codes*

At any time during gameplay, press **START** to pause, then enter any of the following codes. You'll hear a special sound effect after entering a correct code. These codes must be entered rapidly or they may not be recognized.

Unlock Mars—**Left, Left, Right, Right, Left, Left, Right, Right, Down, Left, Right**

Toggle alternate camera view—**Left, Left, Left, Right, Right, Right, Up, Up, Up, Down, Down, Down, Left, Left, Left, Right, Right, Right**

## MAX PAYNE

*Invincibility*

At any time during gameplay, press **L1, L1, L2, L2, R1, R1, R2, R2**. You won't receive any special confirmation, but the effects will take place immediately. You may also need to re-enter this code after auto-saves for it to remain effective.

*All Weapons & Ammo*

At any time during gameplay, press **L1, L2, R1, R2, △, ○, ×, □**. You won't receive any special confirmation but the effects will take place immediately.

## MDK 2: ARMAGEDDON

*Alternate Camera View*

At any time during gameplay, press **START** to pause, then hold **L2 + R2** and press **○, ×, ○, ×**. When you press **START** to return to the game, the camera will change position.

## MIDNIGHT CLUB

*Unlock Smuggler's Run Buggy*

First, you must start the game with a memory card containing a save file from *Smuggler's Run*. Next, at the "Vehicle Select" screen, the *Smuggler's* Run Baja Buggy will appear in the menu of cars to the left of the Taxi Cabs!

## MX RIDER

*Unlock All Tracks*

At the main menu, select "Championship," then select an empty file. Next, continue through the setup screens until you reach the Entry Form. Enter "IRATA" as your name and select "Done." At the following screen, press △ repeatedly to return to the main menu, then check out the track selection screen to find everything unlocked.

## NASCAR HEAT 2002

*"Hardcore" Realism*

At the main menu, press **Up, Down, Left, Right, R1, Up, Down**. You'll hear a special sound effect if you entered it correctly. Now enter Championship mode, a new option called "Hardcore" will be available under the "Realism" category.

*Hornball Mode*

At the main menu, select "Single Race." Next, at the "Race Day" screen, press **Up, Down, Left, Right, R1, Down, Up**. If you entered the code correctly, the race will immediately begin. Now you can shoot out tires from the front of your car by pressing **Up** during the race.

## NASCAR THUNDER 2002

*Unlock Fantasy Drivers*

At the Driver Select screen, select "Create-a-Car." Next, enter the any of the following names in their respective First Name and Last Name fields at the "Driver" subscreen. Next, select "Continue" and a special message will tell you that you unlocked a new driver.

Dave Alpern
Buster Auton
Scott Brewer
Audrey Clark
Rick Edwards
Michelle Emser
Katrina Goode
Diane Grubb
Jim Hannigan
Troi Hayes
Crissy Hillsworth
Traci Hultzapple
Rick Humphrey
Kristi Jones
Joey Joulwan
Cheryl King
Mandy Misiak
Josh Neelon
Dave Nichols
Kitt Paint
Benny Parsons
Ken Patterson
Dick Paysor
Tom Renedo
Sasha Soares
Chuck Spicer
Daryl Wolfe

## NBA HOOPZ

*Match-Up Screen Codes*

At the match-up screen just before the tip-off—when the announcer says, "Today's match up..."—enter any of the following codes to gain different abilities and power-ups. Each code consists of three numbers and a direction; the numbers represent the number of times you need to push the □, X and ○ buttons (from left to right) to change the symbols at the bottom of the screen, then you "lock in" the code by pointing the D-pad or joystick in the direction indicated. For example: To enter the "Infinite Turbo" code (**3-1-2-Up**), press the □ button three times, the X button once and the ○ button twice, then press the D-pad or joystick **Up**. A message will appear to confirm if you've entered a code properly. Note: Some codes must be "agreed" to (entered by all players) in order for them to take effect. You can also enter the second number in each code by pressing the △ button instead of X.

**3-1-2-Up**—Infinite turbo
**4-4-4-Left**—No goaltending
**2-2-2-Right**—No fouls
**0-1-1-Down**—Show shot %
**1-1-0-Down**—Show hotspot
**3-0-1-Up**—No hotspots
**1-2-1-Left**—Granny shots
**3-2-0-Left**—Street court
**0-2-3-Left**—Beach court
**1-1-1-Right**—ABA ball
**0-2-4-Right**—Away uniform
**0-1-4-Right**—Home uniform
**3-0-0-Right**—Big heads
**5-4-3-Left**—Tiny players
**3-3-0-Left**—Tiny heads

## NBA STREET

*Cheat Codes*

At the "Enter Cheats" screen just before the game starts, enter the following codes using the □, △, ○ and X buttons in that order followed by any direction on the D-pad. For example, to enter the "Big Heads" code (**4-1-2-1**), press □ four times, △ once, ○ twice and X once, then press any direction on the D-pad. A message will appear to confirm the code.

Authentic Uniforms—**0-0-1-1**
Casual Uniforms—**1-1-0-0**
ABA Socks—**4-4-4-4**
Springtime Joe "The Show"—**1-1-0-1**
Summertime Joe "The Show"—**1-0-0-1**
Athletic Joe "The Show"—**1-2-0-1**
Big Heads—**4-1-2-1**
Tiny Heads—**4-2-0-2**
Tiny Players—**4-0-4-0**
ABA Ball—**0-1-1-0**
WNBA Ball—**0-1-2-0**
Beach Ball—**0-1-1-2**
Soccer Ball—**0-2-1-0**
Volleyball—**0-1-1-4**
Medicine Ball—**0-1-1-3**
EA BIG Ball—**0-1-4-0**
NUFX Ball—**0-1-3-0**
No Auto Replays—**1-2-1-1**
No Shot Clock—**4-4-0-3**
More Gamebreakers—**1-4-3-2**
Less Gamebreakers—**1-3-4-2**
No Gamebreakers—**1-4-4-2**
Mega Dunking—**3-0-1-0**
No Dunks—**3-0-1-2**
Unlimited Turbo—**2-0-3-0**
No Juice—**1-4-4-3**
Super Swats—**3-3-1-0**
Less Blocks—**3-1-2-3**
Ultimate Power—**3-1-1-0**
Sticky Fingers—**3-4-1-0**
Less Steals—**3-1-4-0**
Mad Handles—**3-2-1-0**
No Alley-Oops—**3-4-1-2**
No 2-pointers—**3-3-0-3**
Captain Quicks—**3-0-2-1**
Harder Distance Shots—**2-2-3-0**
Player Names—**0-1-2-3**
No Player Indicators—**4-0-0-4**
No Shot Indicator—**4-3-2-4**
No HUD Display—**1-4-1-2**
Explosive Rims—**1-2-4-0**
No Cheats—**1-1-1-1**

## NFL BLITZ 20-02

*Secret Codes*

At the versus screen just before the game starts, enter the following codes by pressing the Juke, Turbo and Hurdle buttons (**L2, R2** and **X** respectively) followed by a direction on the D-pad. For example, to enter the "Huge Head" code (**1-4-5-Left**), press **L2** once, **R2** four times and **X** five times, then press **Left** on the D-pad. A message will appear to confirm each code.

0-3-0-Down—Chrome ball
1-4-5-Left—Huge head
2-0-0-Right—Big heads
2-0-3-Right—Team big heads
0-2-1-Right—See more field (teams must agree)
3-2-1-Down—No highlight target on receiver
3-4-0-Right—Hide audible names
0-1-2-Down—No CPU assist (teams must agree)
1-1-1-Down—Tournament Mode in 2-player game
2-2-2-Right—Always receiver, 2 humans per team
3-1-4-Down—Smart CPU teammates
3-3-3-Down—Extra plays for offense
5-2-3-Down—No fumbles (teams must agree)
3-4-4-Down—Team NeoTokyo
4-0-3-Right—Team Crunch Mode
4-3-2-Down—Team Brew Dawgs
5-4-3-Right—Team Armageddon
2-5-3-Right—Team Midway
2-5-4-Up—Team Rollos
5-5-5-Right—Weather Rain
1-2-3-Right—Weather Clear
2-3-2-Down—Ground fog on

*Secret Characters*

From the main menu, select "Exhibition." Next, when you reach the prompt that asks you if you want to enter your name in for record keeping, select "Yes." Now enter any of the names and PIN numbers below to play as the corresponding secret character.

BEAR—1985
CLOWN—1974
COWBOY—1996
DEER—1997
DOLPHIN—1972
EAGLE—1981
HORSE—1999
INDIAN—1992
LION—1963
PINTO—1966
PIRATE—2001
RAM—2000
RBL-DBN—9669
ROBOTR—1974
ROBOTS—1970
TIGER—1977
VIKING—1977

## NHL 2001

*Hidden Players*

At the main menu, select "Game Settings," then select "Rosters," then "Create Player." Next, select "Create Player" again. Under "General Information," change this new player's first and last names to any of the names below. If you entered the name correctly, a prompt will appear asking if you would like to create a new player like the one that already exists in the database. At this prompt, press X and you'll find that all of the stats and information will be already filled in. Many of these hidden players have much better attributes than you would be provided normally by just creating any new player.

ED BELFOUR
ROB BLAKE
PAVEL BURE
PETER FORSBERG
DOMINIK HASEK
JAROMIR JAGR
OLAF KOLZIG
JEAN-FRANCOIS LABBE
NICKLAS LIDSTROM
OWEN NOLAN
SANDIS OZOLINSH
CHRIS PRONGER
DALE PURINTON
PATRICK ROY
GARTH SNOW
KEITH TKACHUK
TERRY VIRTUE
JOHAN WITEHALL
STEVE YZERMAN

### NHL HITZ 20-02

*Secret Cheats*

At the versus screen just before the game starts—while the announcer is saying "Tonight, from ..." etc—enter the following codes by pressing □, △ and ○ followed by a direction on the D-pad. For example, to enter the "Snow" code (1-2-1-Left), press □ once, △ two times and ○ once, then press Left on the D-pad. A message will appear to confirm each code

Input more codes—3-3-3-Right
Ignore last code—0-1-0-Down
Infinite Turbo—4-1-3-Right
Rain—1-4-1-Left
Snow—1-2-1-Left
Big puck—1-2-1-Up
Huge puck—3-2-1-Up
Bulldozer puck—2-1-2-Left
Hockey ball—1-3-3-Left
Tennis ball—1-3-2-Down
Big head player—2-0-0-Right
Huge head player—3-0-0-Right
Big head team—2-2-0-Left
Huge head team—3-3-0-Left
Pinball boards—4-2-3-Right
Domino effect—0-1-2-Right
Always big hits—2-3-4-Down
Hitz time—1-0-4-Right
Late hits—1-0-1-Down
No crowd—2-1-0-Right
No puck out of play—1-1-1-Down
No one-timers—2-1-3-Left
Show Hot Spot—2-0-1-Up
Show shot speed—1-0-1-Up
Turbo boost—0-0-2-Up
Win fights for goals—2-0-2-Left
First to seven wins—3-2-3-Left

### ONI

*Cheat Codes*

At any time during gameplay, press **SELECT** to enter the data menu. Next, move the cursor to "Help." Now enter any of the codes below, then press **SELECT** again to return to the game. All codes are deactivated when you die or start a new level. Note: The **L3** and **R3** buttons are triggered by pushing the left and right analog joysticks into the controller until you hear a click

Invincibility—**L2, L1, L2, □, ○, □, R3, L3, R3, ○**
Infinite current ammunition—**L2, L1, L2, □, ○, □, L2, L2, L1, L3**
Skip current stage—**L2, L1, L2, □, ○, □, L3, R3, L2, L1**
Refill ballistic ammo, energy cells and hypo sprays—**L2, L1, L2, □, ○, □, ○, ○, ○, R3**
Phase cloak—**L2, L1, L2, □, ○, □, L1, R3, L2, L3**
Knock enemies down with one punch or kick—**L2, L1, L2, □, ○, □, R3, L3, ○, □**
Kill enemies with one punch or kick—**L2, L1, L2, □, ○, □, L3, R3, ○, □**
Big head—**L2, L1, L2, □, ○, □, START, □, ○, START**
Tiny body—**L2, L1, L2, □, ○, □, L3, R3, □, ○**
Giant body—**L2, L1, L2, □, ○, □, R3, □, ○, L3**
Transform into a different character—**L2, L1, L2, □, ○, □, L2, L2, L2, L2** (continue to press **L2** repeatedly to change into many different characters)

### PORTAL RUNNER

*Restore All Health*

At any time during gameplay, press **START** to pause the game, then hold **L2** and press **○, ○, ○, □, □, R2, R1, Up, ○, □**

*Unlock All Movies and Extras*

At the main menu, hold L1 and press **Left, Right, Left, Down, Up, Down, R1, ○, R2, □** Now the Movies and Extras items will be accessible at the Options menu

### PROJECT EDEN

*Secret Cheats Menu*

At any time during gameplay, press **X** to open the Resource Menu. Now hold **SELECT** and rotate the left analog stick clockwise three times, starting from the **Up** position. After doing this correctly, a small icon will appear in the lower right corner of the screen. Move your cursor here to access the cheats menu

### QUAKE III: REVOLUTION

*Level Skip*

At any time during gameplay, hold **L1 + R1 + R2 + SELECT** and press **X, ○, □, △, X, ○, □, △**. You'll automatically clear the level after entering the code correctly. You can also enter the code while the game is paused

### RAYMAN 2: REVOLUTION

*Secret Bonus Levels Menu*

At the main menu, select "Options," then select "Language." Next, select "Voices," then move the cursor to "Raymanian." Now hold **L1 + R1** and quickly press **L2, R2, L2, R2, L2, R2**. If you entered the code correctly, a new "Bonus Levels" menu will appear

*Secret Cheat Menu*

At any time during gameplay, press **START** to pause the game. Next, select "Sound," then move the cursor to "Mute." Now hold **L1 + R1** and quickly press **L2, R2, L2, R2, L2, R2**. If you entered the code correctly, a new "Menu Cheat" menu will appear

### RC REVENGE PRO

*Secret Codes*

Enter any of the following codes at the main menu. You'll hear a faint special sound effect after entering a correct code. You can enter the "Unlock next Championship" code up to seven successive times to unlock all eight Championships.

Unlock all tracks—**L1, R1, R2, □, ○**
Unlock all vehicles—**L1, L2, R1, R2, ○, □**
Unlock next Championship—**L1, R1, R2, L2**

### READY 2 RUMBLE BOXING: ROUND 2

*Secret Codes*

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code; if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the PlayStation 2 off, while others will only affect the first fight that takes place after the code is entered

Unlock all boxers and special outfits—Press **Left, Left, Right, R2, Left, Right, Right, R1, R1, R2**. Press the □ button to cycle through each fighter's different outfits

Faster gameplay—Press **Right, Right, Up, Down, Right**, then **R1** four times, then **R2**

Hyper speed mode—Press **Left, Left, Down, Up, Down, Right, Right**, then **R1** 19 times, then **R2**

Christmas boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** eight times, then **R2**

Thanksgiving boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** seven times, then **R2**

Halloween boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** six times, then **R2**

Independence Day boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** five times, then **R2**

Easter boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** four times, then **R2**

St. Patrick's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R1, R1, R2**

Valentine's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R1, R2**

New Year's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R2**

See the Ending—Press **Right, Right, Right, Down, R1, R2**, then exit to the main menu if you're not already there

Championship fight vs. Rumbleman—Press **R2, Down, Right, Up, Left**, then **R1** six times, then **R2**, then **R1, R1, R2**

Zombie boxer—Press **Left, Up, Right, Down, R1, R1, R2**

Big gloves—Press **Left, Right, Up, Down, R1, R2**

Extra fat boxer—Press **Right, Right, Up, Down, Right, R1, R1, R2**

Extra thin boxer—Press **Right, Right, Up, Down, Right, R1, R2**

Extra camera angles—Press **R1** 20 times, then **R2**, then **R1**, then **R2**, then **R1** 21 times, then **R2**, then **R1** 18 times, then **R2**, then **R1** nine times, then **R2**, then **R1** 14 times, then **R2**, then **R** five times, then **R2, Left, Right, Up, Down, R2**. Unlike the above codes, you'll hear an explosion and the word "RUMBLE!" when you enter this one correctly. Now start a game and press **START** to pause, you'll find 15 new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons

*Instant Rumble Mode*

At any time during a match, enter any of the following codes to instantly fill up your "RUMBLE" meter

Level 1—**R1, R2, Down, Up, Up, Left, R1, R1, R1, R2**
Level 2—**R1, R1, R2, Down, Up, Up, Left, R1, R1, R1, R1, R2**
Level 3—**R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, Left, Right, Up, Down**

These codes can also be entered while the game is paused, while either boxer is knocked down or even when your fighter is staggering and about to fall

### RIDGE RACER V

*Opening Intro Effects*

During the opening intro where Al Fukami is walking on the track, press either **L1** or **R1** to cycle through various effects that alter the appearance of the screen

*Analog Brake/Accel /Steering Display*

First, make sure you're using a Dual Shock 2 controller and that its red analog light is on. Now, at any time during gameplay, hold **SELECT** for three seconds and a display will appear that measures how hard you're braking, accelerating and turning. Press **SELECT** again to turn the display back off

### RUMBLE RACING

*Secret Passwords*

At the main menu, select "Game Options," then move the cursor to "Load and Save," press **Right**, then press **X**. Next, enter any of the following passwords at the screen that appears

1 A R E X T 1 A R—Unlock Vortex (Rookie)
N A L D S H H S D—Unlock XXS-TOMCAT (Rookie)
C D A A P T N I A—Unlock Interceptor (Rookie)
A B O G O B O G A—Unlock Road Trip (Rookie)
T H T O R H R O T—Unlock Thor (Rookie)
K C E R O C T E K—Unlock Redneck Rocket (Rookie)
V T Y A N I Y T T—Unlock Van Itty (Rookie)
B S U I G A S U M—Unlock Gamecus (Rookie)
O P S R T I S U C—Unlock Sporticus (Rookie)
U B T C K S T O H—Unlock Buckshot (Rookie)
A M H B R A A M H—Unlock Stinger (Rookie)
H G I R O L R E L—Unlock High Roller (Rookie)
P T O A T R T O I—Unlock Revolution (Rookie)
T L A C O B T L A—Unlock Cobalt (Rookie)
Z E A G T L U K E—Unlock all tracks, all Championship Cups, the Grand Champion movie (from within the Showcase menu), plus Rookie, Pro and Elite versions of Blue Devil, Dire Wolf, Malice, Jolly Roger, Road Kill, El Diablo, Escargot, Cataclysm, Maelstrom, Mandrake, Dragon, Purple Haze, Hog-en-ator, Van Go, Maniac, Tiberius, Muscle Car, Mantee, Serpent, Widow Maker, Silver Streak, The Banger and any other previously-unlocked vehicles

### SHAUN PALMER'S PRO SNOWBOARDER

*Maximum Boarder Stats*

At the main menu, move the cursor to the "Options" item, then hold **L1 + Right** and press **△, △, ○, △**. You'll hear a special sound effect after entering the code correctly. When you start a game in Freeride mode, all boarders will have their maximum stats

*Unlock Everything*

At the main menu, move the cursor to the "Options" item, then hold **R2 + Right** and press **△, △, ○, △**. You'll hear a special sound effect after entering the code correctly

### SILENT HILL 2

*Extra Options*

From the main menu, select "Option," then press **L1 + R1**. You'll automatically be taken to a new "Extra Options" menu

### SILENT SCOPE

*Secret Codes*

At the main menu, select "Arcade Mode," then enter any of the following codes at the "Mode Select" screen. You'll hear a special sound effect after entering a correct code

No crosshairs—**Right, Right, Right, □**
Heart-shaped scope—**Left, Right, Right, □, △**
No scope at all—**Right, Down, Right □, Right, Down, Right, □**
Rest of the screen turns black when looking through the scope—**Down, △, Up, □, △, Down, Right, Down, Right, □, △**
Same as the previous code, but the scope is on by default—**Up, Up, Up, Up, Down, Down, Down, Down**
No targeting arrows or graphics—**Right, Right, Right, Right, Left, Down, Up, Right**
Rotate the screen 180° about the vertical axis—**Left, Left, Right, □, Down, Down, Up, △, Up, Right, Down, Up, Left, Down, □**
All targets are invisible—**Right, Down, Right, □, Up, □, □, △, Down, Right, Down, Right, □, △**

*In-Game Codes*

At any time during gameplay, press **START** to pause, then enter any of the following codes. After entering a correct code, you'll see the effects take place immediately and you'll hear a special sound effect

-5 seconds, +1/2 Life—**△, X, Right, Left, Right, Left, ○, X, Right, Left, Right, Left, Down, Down, Up, Up**
+5 seconds, -1/2 Life—**Up, Up, Down, Down, Left, Right, Left, Right, X, ○**

### SILPHEED: THE LOST PLANET

*Start With All Weapons*

At the "Enter Your Code Name" screen, input "GLOIRE" as your name. You'll now begin the game with every weapon available to you

### THE SIMPSONS: ROAD RAGE

*Secret Codes*

Enter any of the following codes at the "Options" screen. Each code will only remain in effect for one stage, and you won't get to keep the money you earn in Road Rage mode if you play with a code activated

Hold **L1 + R1** and press **△, △, □, □**—Play as Smithers
Hold **L1 + R1** and press **△, △, ○, ○**—Play as Thanksgiving Marge
Hold **L1 + R1** and press **△, △, ○, △**—Play as X-mas Apu
Hold **L1 + R1** and press **△, △, ○, □**—Play as New Year's Krusty
Hold **L1 + R1** and press **△, △, ○, X**—Play as Halloween Bart
Hold **L1 + R1** and press **△, △, □, ○**—Drive red soapbox racer
Hold **L1 + R1** and press **△, △, □, X**—Drive Monty Burns Transit bus
Hold **L1 + R1** and press **○, △, □, X**—"Free Ride" mode (no traffic, no passengers, no time limit)
Hold **L1 + R1** and press **X, X, X, X**—Night-time mode
Hold **L1 + R1** and press **○, ○, ○, ○**—Flat characters
Hold **L1 + R1** and press **△, △, △, △**—Extra camera angles
Hold **L1 + R1** and press **X, ○, △, □**—Slow-motion mode
Hold **L1 + R1** and press **△, △, X, X**—Show collision lines

### SMUGGLER'S RUN

*Secret Codes*

At any time during gameplay, press **START** to pause, then enter any of the codes below. All codes will take effect immediately after you press **START** again to resume gameplay. For the speed up/down codes, the entire speed of the game will increase or decrease, you can enter each one up to three times for an increased effect. For the "Wizard of Oz Mode" code, any ambient vehicles you hit will have zero gravity, watch them float away!

Invisibility—**R1, L1, L1, R2, L1, L1, L2**
Speed up—**R1, L1, L2, R2, Right, Right, Right**
Speed down—**R2, L2, L1, R1, Left, Left, Left**
Real world gravity—**L1, R1, R1, L2, R2, R2**
Wizard of Oz Mode—**R1, R2, R1, R2, Up, Up, Up**

### SMUGGLER'S RUN 2: HOSTILE TERRITORY

*Secret Codes*

At any time during gameplay, press **START** to pause, then enter any of the codes below. The effects will take place immediately after entering a correct code

**R1, L1, L1, R2, L1, L1, L2**—Invisibility
**L1, R1, R1, L2, R2, R2**—Lighter car
**R1, R2, R1, R2, Up, Up, Up**—Less gravity
**R1, L1, L2, R2, Right, Right, Right**—Increase timer speed
**R2, L2, L1, R1, Left, Left, Left**—Decrease timer speed

## SOLDIER OF FORTUNE: GOLD EDITION

God Mode
At any time during gemeplay, press the **SELECT** button to enter the mission objective screen. Next, hold **L2 + L1 + R2 + R1 + □** end press **Left**. You won't get any special confirmation, but if you press **SELECT** agein to return to the game, the words "godmode on" will eppear briefly in the upper left corner of the screen.

## SOUL REAVER 2

*Unlock All Bonus Materials*
At the main menu, press **Left, △, Right, △, Down, ○, X**. After entering the code correctly, the words "Bonus Materiels Unlocked" will appear.

## SPLASHDOWN

*Many Cheets*
At the Options menu, hold **R2** and press **Up, Up, Down, Down, Left, Right, Left, Right, □, ○, □, ○**. A secret "Cheats" screen will immediately appear. Now, enter any of the following codes:
Tougher opponents—**A l l O u t A I**
Easier opponents—**H o b b l e**
Rece egeinst a UFO in Time Trial—**I B e l i e v e**
Race against en F-18 in Time Trial—**F 1 8**
Unlock **all** characters—**A l l C h a r**
Unlock **all** Videos—**F e s t i v a l**

## SPY HUNTER

*Secret Codes*
At the Profile Menu, select a blank entry, then enter any of the codes below as your name. Upon entering it correctly, you'll hear e chicken sound effect and you'll be retumed to the Profile Menu without having created a new profile. Now you can either start a new geme or access a previously created game to view the corresponding movie you've unlocked. To view the movies, select "System Options" from the main menu, then look for the Movie Player option from within the "Extras" menu.
**W W S 4 1 3**—Unlock "Eerly Test Animatic" movie
**S C W B 2 3**—Unlock "*Spy Hunter* Concept Art" movie
**M A K I N G**—Unlock "Making of *Spy Hunter*" movie
**S A L I V A**—Unlock "Saliva: Your Disease" movie
**G U N N**—Unlock "Seliva: The Spy Hunter Theme" movie

## SSX

*Secret Codes*
At the "Select Mode" screen, press the □ button to enter the options screen. For ell of the codes below, you must hold **L1 + R1 + L2 + R2** while inputting each button combination. You'll heer e speciel sound effect after entering e correct code. The "Read all hints" code ceuses all of the applicable hints to eppear in succession during the loading screen thet appears before you stert e rece (insteed of one random hint being displayed).
Unlock all venues, boards, outfits, characters—**Down, Left, Up, Right, X, ○, △, □**
Maximum attributes for ell chereciters—**X, X, X, X, X, X, □**
Running Mode—**□, △, ○, X, □, △, ○, X**
Read all hints—**○, X, ○, X, ○, X, ○, X**

## STAR WARS STARFIGHTER

*Secret Codes*
At the mein menu, select "Options," then select "Code Setup." Next, enter any of the following codes. Remember, in order to meke use of the "Experimental N-1" code, you must first enter the "Unlock all regular missions" code.
**O V E R S E E R**—Unlock all regular missions
**A N D R E W**—Unlock two-pleyer missions
**B L U E N S F**—Unlock Experimentel N-1
**M I N I M E**—Invincibility
**N O H U D**—Remove HUD during game pley
**D I R E C T O R**—Director camera mode
**J A R J A R**—Reverse flying controls
**J A M E Z**—View "My day et work" slideshow
**W O Z**—View "Merry Christmes" video
**S I M O N**—View staff image
**T E A M**—View more steff imeges
**L T D J G D**—View secret message
**H E R O E S**—View ertwork slideshow
**S H I P S**—View enother ert slideshow
**P L A N E T S**—View yet enother art slideshow
**C R E D I T S**—View credits

## STAR WARS: SUPER POMBAD RACING

*Cheat Codes*
Enter eny of the following codes at the main menu (the one that seys "# of Players" and "Game Type"). A message will eppear to confirm each code. Some of the codes require you to press the X button at the message screen to activate the code, others will teke effect immediately. To disable a code, just enter it egain. Note: If you can't get one of the codes to work, press **START** and enter the code again.
**□, ○, ○, □**—Pley es Boba Fett
**○, □, ○, □**—Race in a Trade Federation AAT
**L1, R1, L2, R2**—All characters are kaedus
**Up, Right, Down, Left, SELECT**—All characters are shaaks
**L2, L2, L2, L2, ○, SELECT**—Beckwerd Facing Mode
**L1, R2, L1, R2, □, SELECT**—Infinite Boost Mode
**Down, SELECT, Up, SELECT, Left, Right, SELECT**—Grrl Power (Queen Amidela gets powered up)
**L1, L1, L1, L1, R2, □**—Super Speedy Mode (all players become tiny and very fast)
**Up, Up, Down, Down, Left, Right, Left**—Super Arena Mode (battle on Race tracks in Arene mode)
**Up, Left, Down, Right, Left, Up, Down**—Super Spinning Mode (racers flip over continuously)
**Left, Right, □, ○, L1, L2**—Slip 'N Slide Mode (racers slide around and are harder to control)
**R1, R1, R1, R1, Up, Left**—All Death Star Mode (all racers receive Derth Veder's special attack with every Frontal Gedget)
**○, ○, ○, ○, L2, SELECT**—Super Honk Mode (levitate nearby opponents by honking)
**L1, R1, SELECT, ○**—Space Freighter erene unlocked
*Languege Select*
Enter any of the following codes at the main menu screen to change the in-game text to eny of six different languages. The "Jawa" end "Battle Droid" codes will also change all of the characters' voices. As with the cheat codes above, if you can't get a code to register, just press **START** and try it again.
**SELECT, SELECT, SELECT, L1**—German
**SELECT, SELECT, SELECT, L2**—Italien
**SELECT, SELECT, SELECT, R1**—Spanish
**SELECT, SELECT, SELECT, R2**—French
**SELECT, SELECT, SELECT, □**—Jawa
**SELECT, SELECT, SELECT, Up**—Battle Droid
**SELECT, SELECT, SELECT, ○**—English

## STATE OF EMERGENCY

*Cheat Codes*
At any time during the game, press **START** to pause, then enter any of the following codes:
**Right, Right, Right, Right, △**—Unlock Spanky
**Right, Right, Right, Right, ○**—Unlock Freak
**Right, Right, Right, Right, X**—Unlock Bull
**Left, Left, Left, Left, △**—Complete current mission (Revolution mode)
**L1, L2, R1, R2, X**—Invulnerable
**L1, L2, R1, R2, ○**—Infinite time
**L1, L2, R1, R2, △**—Infinite ammo
**L1, L2, R1, R2, □**—Punches decapitate
**R1, R2, L1, L2, △**—Big player
**R1, R2, L1, L2, ○**—Normal-size player
**R1, R2, L1, L2, X**—Little pleyer
**R1, L1, R2, L2, △**—Looting on the rise
**Left, Right, Down, L1, △**—Pistol
**Left, Right, Down, L1, □**—Pepper Sprey
**Left, Right, Down, L1, ○**—Tazer
**Left, Right, Down, L1, X**—Tear Ges
**Left, Right, Down, L2, △**—Shotgun
**Left, Right, Down, R1, △**—Minigun
**Left, Right, Down, R1, □**—Grenade Launcher
**Left, Right, Down, R1, ○**—Flamethrower
**Left, Right, Down, R1, X**—Rocket Launcher
**Left, Right, Down, R2, △**—AK-47
**Left, Right, Down, R2, □**—Grenede
**Left, Right, Down, R2, ○**—M-16
**Left, Right, Down, R2, X**—Molotov

## SUPER BUST-A-MOVE

*Secret Codes*
Enter eny of the codes below at the title screen. An icon will eppeer in e corner of the screen efter entering eech code correctly. The "Another World" code lets you play en elternate set of stages in 1P Puzzle Mode.
Another World—**△, Left, Right, △**
Secret Characters—**△, Right, Left, △**

## SUPERCAR STREET CHALLENGE

*Unlock Furasshu-sama*
At the vehicle selection screen, rapidly press **Up, Up, Down, Down, Left, Right, Left, Right, X, ○, SELECT, START**. If you input the code correctly, the ultimate car, Furasshuseme, will immedietely eppeer on the screen. If you're not fast enough, you'll be taken to another screen upon pressing X.

## SWING AWAY GOLF

*Secret Codes*
Enter either of the following codes at the mein menu, you'll hear e speciel sound effect after entering e code correctly.
Unlock three additional golfers—**L2, R2, L2, R2, Up, Right, Down, Left, L1, R1**
Alternate in-geme sound effects—**Left, □, Up, □, Down, ○, Left, □, L1, R1**

## THEME PARK ROLLER COASTER

*Unlock All Items*
This code will make all the items in the park avellable to you, whether you've reseerched them or not. At any time during gameplay, press **Up, Down, Up, Down, Left, Up, Down, Up, Down, Right**. Repeet this sequence nine times in total.
*Everything Free*
This code will make every item you buy cost nothing. At eny time in the middle of gameplay, press **Left, Down, X, ○**. Repeet this sequence nine times in total.
*255 Golden Tickets and All Roller Coester Awards*
This code will effectively give you an unlimited number of Gold Tickets. At eny time in the middle of gamepley, press **Up, Down, Left, Right, ○, Right, Left, Down, Up, ○**. Repeat this sequence five times in total.

## THUNDERSTRIKE: OPERATION PHOENIX

*Unlock All Missions*
From the main menu, select "Options." Now, set "Vibretion" to one block, "SFX" to zero blocks and "Music" to zero blocks. Next, hold **L1 + L2 + R1 + R2 + □** and press ○. You'll see the words "Spooky Cat!" flash on the screen to confirm.

## TOKYO EXTREME RACER ZERO

*Cer Ornaments*
Enter any of the following codes at the "Shift Assist" prompt just before the geme starts. For each code, you must continue to hold down all three buttons until gameplay begins. After entering one correctly, you'll see the corresponding ornament appear only in the cockpit view.
Small pink creature—**Hold R1 + ○**, then hold X
Fanged creature—**Hold L1 + ○**, then hold X
Small blue creature—**Hold L2 + ○**, then hold X
Big green creature—**Hold R2 + ○**, then hold X
*Analyze Meter*
At any time during gameplay, press **START** to enter the pause menu. Next, move the cursor to "Return To Bese," then hold □ end press **Down**. The cursor will automatically move to a hidden parameter, "Anelyze." Turn this option on and various gauges will eppear on the screen to analyze your performence.

## TONY HAWK'S PRO SKATER 3

*Cheat Codes*
Choose "Options" from the main menu, then select "Cheets" end enter any of the following codes:
**Y O H O M I E S**—Unlocks all secret Pro Skaters
**B A C K D O O R**—Unlocks "Cheats" option at the "Pause" menu
**R O A D T R I P**—Complete all Career mode goals for the currently selected skater (this code also unlocks ell of the levels in the remaining geme modes)
**P U M P M E U P**—Gives the currently-selected sketer enough stat points to max out ell statistical categories
**P E E P S H O W**—Unlocks ell movies
**M A G I C M I S S I L E**—Combines all of the effects of the above codes

## TWISTED METAL: BLACK

*Secret Codes*
At any time during gemeplay, hold **L1 + R1 + L2 + R2** and quickly enter any of the codes below:
**Up, X, Left, ○**—God Mode
**Right, Left, Down, Up**—Invulnereble
**△, X, □, ○**—Exchange weepons for health
**X, X, Up**—Killer Weapons
**X, X, △**—Mege Guns

## WARJETZ

Codes
From the Game Setup menu, select "Input Code," then enter any of the following codes. You'll see e special message after entering each one correctly.
**S P R L Z Y**—Super Cheats
**T W L V C H T S**—All Cheats
**J M P T T**—Level Select
**D N G D M**—Invulnereble
**M R R M R**—Thick Armor
**Z P P Y**—Fast Planes
**H M M R**—Bigger Guns
**Q D**—Biggest Guns
**F R H S**—Rapid Fire
**N S T N T**—Speed Shots
**N D B M B S**—Duel Fire
**D Z Z Y**—Spin Shots
**S C R W**—Shields on Roll
**D H**—Top Gun
**V R L R D S**—Overlords Mode
**W N R L F S T**—Velhelle Mode
**S N K Y**—Ghost Mode
**T W F S T D**—Double Bux
**W N N N G S**—Extra 10 Bux
**P Y R S**—Weepon Up et 3
**N D C S N**—Switch Planes
**S M S H N G**—Plane Wins
**B X D R W**—Show Boxes
**W Y P N T**—Show Waypoints
**G R T D**—Every Movie

## WILD WILD RACING

*Unlock Secret Options*
From the mein menu, select "Options." Next, hold □ and press **Up, ○, Down, ○, Left, Right, Left, Right, ○**. A new "Secret" menu item will eppear at the bottom of the Options menu.
*Unlock Top Secret Options*
First, enter the "Unlock Secret Options" code above. Next, go back to the main menu end select "Single Player," then input "NORTHEND" at the "Enter Your Name" screen. You'll hear e speciel message if you entered it correctly. Finelly, return to the "Secret" options and another new item will appear called "Top Secret!"

## WINBACK: COVERT OPERATIONS

*Secret Codes*
Enter any of the following codes quickly at the title screen.
Unlock All Cherecters in Versus Mode—Press **Up, Down, Down, Right, Right, Right, Left, Left, Left, Left**, then hold ○ and press **START**.
Unlock "Trial" option—Press **Up, Down, Down, Right, Right, Right, Left, Left, Left, Left**, then hold △ and press **START**.
Unlock "Max Power" option—Press **L1, R2, L2, R2, L2, △, ○, △, ○**, then hold **L1** and press **START**.
Unlock "Sudden Deeth" option—Press **L2, R2, L2, R2, ○, △, ○, △**. Next, hold **L1** end press **START.**

## X SQUAD

*Ultimate Code*
At the title screen, press **○, ○, ○, ○, △, □, □, □, □**. A graphic will appear at the top of the screen to confirm. Next, select "New Game." You'll stert with ell of the geme's weapons and tons of items.

## ZONE OF THE ENDERS

*Versus Mode*
At the title screen, press **○, X, Right, Left, Right, Left, Down, Down, Up, Up**. You'll heer e special sound effect after entering it correctly. A new item celled "Versus" will now appear at the main menu.
*Exchange Level for Heelth and Ammo*
At eny time during gemeplay, press **START** to pause, then press **L1, L1, L2, L2, L1, R1, L1, R1, R2, R1**. Your heelth end emmo will be fully restored, but your level will decrease by one et the seme time. However, if you're at **Lv 1** elreedy, the code will not work.

### CEL DAMAGE

*Secret Codes*

To enter the following codes, you must have a memory card inserted into Slot A. From the main menu, select "Play," then press A and select "Create/Load." Next, select "Create New," then "Memory Card Slot A," then "New Name." Now enter any of the names below. You'll hear a special fanfare after entering a correct code.

W H A C K L A N D—Unlock all desert stages and Whack Angus
E A R L S P L A C E—Unlock all Transylvania stages and Count Earl
B R A I N S A L A D—Unlock all space stages and Bnan the Brain
T W R E C K S P A D—Unlock all jungle stages and T Wrecks
M E L E E D E A T H—Unlock melee weapons
H A Z A R D O U S—Unlock hazard weapons
U N I Q U E W P N S—Unlock personal weapons
G U N S M O K E I—Unlock ranged weapons
MOVEITNOW—Unlock movement power ups
F A N P L A S T I C—Unlock plastic rendering mode
M U L T I P L E X I—Unlock Finale sequences

### CRAZY TAXI

*Secret Bicycle*

To drive a secret bicycle instead of a cab in Arcade or Original mode, carefully enter the following code at the character-select screen
**Hold L**, hold **R**, release **L**, release **R**
Hold **R**, hold **L**, release **R**, release **L**
When you lock in your character with the **A** button, you'll hear a bicycle bell to confirm that the code has been entered correctly

*Another Day*

Use the following code at the character-select screen in Arcade or Original mode. When the character you want to choose is on the screen, press and release **R** once, then hold down **R** and press **A**. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

*No Arrows*

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **R** and press **START**. Continue to hold both buttons until the words "no arrows" appear in the lower left corner of the screen. In this mode the arrow at the top of the screen will not appear.

*No Destination Mark*

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **L** and press **START**. Continue to hold both buttons until the words "no destination mark" appear in the lower left corner of the screen. In this mode, your passenger's destination will only be identified by a single green line at ground level.

*Speedometer*

You need a second controller plugged into Port 3 to enter this code. At any time during a game, hold **R** and press **X** five times using Controller 3. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. To turn it off, just hold **R** and press **X** on Controller 3 again.

### DAVE MIRRA FREESTYLE BMX 2

*Cheat Codes*

The following codes can be entered with the D-pad at the main menu.

- Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—**Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, B**
- Unlock all movies—**Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, B**
- Unlock secret pieces in Park Editor—**Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, B**
- Unlock all Park Editor themes—**Up, Left, Down, Right, Down, Up, Down, Right, Left, Left, B**

### EXTREME G III

*Secret Cheats*

At the "Press Start" screen or the main menu, enter any of the following codes. A special message will appear after entering a code correctly.
Infinite shield—**L + R, Z, L + R, Z**
Infinite ammunition—**L, R, L, R, L + R, Z**
All tracks unlocked—**L, L, R, R, Z, Z, L + R + Z**
Win the next race—**L + R + Z, L + R, Z, L + R + Z**
Double prize money—**L, R, Z, L, R, Z, L + R**
Extreme lap challenge—**L, R, L, R, L, R, Z, L + R**

### NHL HITZ 20-02

*Secret Cheats*

At the versus screen just before the game starts—while the announcer is saying "Tonight, from..." etc.—enter the following codes by pressing **B**, **Y** and **X** followed by a direction on the D-pad. For example, to enter the "Snow" code (**1-2-1-Left**), press **B** once, **Y** two times and **X** once, then press **Left** on the D-pad. A message will confirm each code.
Input more codes—**3-3-3-Right**
Ignore last code—**0-1-0-Down**
Infinite Turbo—**4-1-3-Right**
Rain—**1-4-1-Left**
Snow—**1-2-1-Left**
Big puck—**1-2-1-Up**
Huge puck—**3-2-1-Up**
Bulldozer puck—**2-1-2-Left**
Hockey ball—**1-3-3-Left**
Tennis ball—**1-3-2-Down**
Big head player—**2-0-0-Right**
Huge head player—**3-0-0-Right**
Big head team—**2-2-0-Left**
Huge head team—**3-3-0-Left**
Pinball boards—**4-2-3-Right**
Domino effect—**0-1-2-Right**
Always big hits—**2-3-4-Down**
Hitz time—**1-0-4-Right**
Late hits—**1-0-1-Down**
No crowd—**2-1-0-Right**
No puck out of play—**1-1-1-Down**
No one-timers—**2-1-3-Left**
Show Hot Spot—**2-0-1-Up**
Show shot speed—**1-0-1-Up**
Turbo boost—**0-0-2-Up**
Win fights for goals—**2-0-2-Left**
First to seven wins—**3-2-3-Left**

### STAR WARS ROGUE LEADER ROGUE SQUADRON II

*Secret Codes*

Choose "Options" from the main menu, then select "Passcodes" and enter any of the following codes. If a code has two parts, you must enter the second passcode immediately after the first or else it won't work. Note that the Naboo Fighter, Millennium Falcon and TIE Fighter codes do not allow you to choose those vehicles in every mission, after entering one of these codes, check the "Available Craft" to see if that vehicle is allowed in a particular mission.
J P V ! ? I J C—R S B F N R L—Infinite lives
I ? ? Q W T T J—C L A S S I C—Unlock all levels
P Y S T ? O O O—D U C K S H O T—Bonus level "Death Star Escape" (highlight "Death Star Attack" at the Select Mission screen and press **Up** to access)
C D Y X F ! ? Q—A S E P O N E I—Unlock Naboo Fighter
M V P Q I U ? A—O H I B U D D Y—Unlock Millennium Falcon
Z T ? ! R G B A—D I S P S B L E—Unlock TIE Fighter
B L A H B L A H—Enable "Audio Commentary" option at the Special Features menu
E X H I B I T !—Enable "Art Gallery" option at the Special Features menu
C O M P O S E R—Enable "Music Hall" option at the Special Features menu
? I N S I D E R—Enable "Documentary" option at the Special Features menu
T H A T S M E !—Enable "Credits" option at the Special Features menu
L I O N H E A D—Black & White mode

### SUPER SMASH BROS. MELEE

*Secret Characters*

Jigglypuff—Finish Classic mode or Adventure mode with any character and defeat Jigglypuff to unlock him.
Dr. Mario—Finish Classic or Adventure mode as Mario without continuing, then defeat Dr. Mario to unlock him.
Luigi—Play in Adventure mode as any character and finish the Stage 1 with a number 2 in the "seconds" digit of the staga timer (third from the right). Defeat Luigi in less than 1:00.00. Complete the remaining stages in Adventure mode, then defeat Luigi again to unlock him.
Young Link—Finish Classic mode with at least 10 characters, then finish Classic mode with Link and defeat Young Link to unlock him.
Falco—Finish the 100-Man Melee and defeat Falco to unlock him.
Pichu—Finish Stage 37 of Event mode and defeat Pichu to unlock him. Alternatively, play Versus mode 201 times, then defeat Pichu to unlock him.
Ganondorf—Finish Stage 29 of Event mode and defeat Ganondorf to unlock him.
Marth—Use all 14 original (not secret) characters at least once in Classic or Adventure mode, then finish the game with one of them and defeat Marth to unlock him. Alternatively, play in Versus mode 401 times, then defeat Marth to unlock him.
Roy—Finish the game in Classic mode as Marth and defeat Roy to unlock him.
Mr. Game & Watch—Finish the game with 24 characters in Classic mode, then defeat Mr. Game & Watch to unlock him.
Mewtwo—Play in Versus mode 701 times and defeat Mewtwo to unlock him. Alternately, play in Versus mode for a combined total of 20 hours of play by non-computer participants (i.e. if four players participate, Mewtwo will appear after only five hours of play).

*Sound Test*

Unlock Jigglypuff, Luigi, Dr. Mario, Falco and Young Link and clear 27 out of 30 stages in Event mode to unlock Event mode stages 31-39. To unlock stages 40-50, unlock all of the hidden characters. To unlock Stage 51 in Event mode, complete stages 1-50. Clear Stage 51 to unlock the Sound Test.

*Special Hidden Trophies*

Fighting Wire Frames—Finish the 15 Minute Melee with any character.
Male Wireframe—Finish the 100-Man Melee in 240 seconds or less and defeat Falco.
Proximity Mine—Complete Stage 3 of Event mode.
Goomba—Finish Stage 14 in Event mode.
Samus Starship—Successfully escape from Brinstar in Adventure mode before the timer expires.
Kirby Hat 5—Finish Stage 37 in Event mode.
Bunny Hood—Accumulate a total of 126 hits in Training mode. "MAX Combos" for all characters combined.
Captain Olimar—Play *Super Smash Bros. Melee* with a *Pikmin* save file on your memory card.
Battlefield—Finish All-Star mode once with any character.
Celebi—Locate Celebi's Pokeball in One-Player Adventure or Classic mode.
Crazy Hand—Complete Adventure mode at the Hard or Very Hard difficulty setting without continuing.
Coin—Play 101 times in Coin Battle mode (set battles to "coin" at the Options menu).
Diskman—Score points in every Special Bonus category.
Enter—Complete Stage 26 in Event mode.
Donkey Kong Junior—Complete the game will all 25 characters in Classic mode (any difficulty).
Female Wire Frame—Defeat 101 enemies in the Endless Melee.
Final Destination—Finish Stage 51 in Event mode.
Food—Play 1,000 matches in Melee mode.
Game & Watch—Complete Stage 45 of Event mode.
Land Master Tank—Score a combined total of 1,001 KOs.
Lon Lon Milk—Clear the Target Tests in 1,500 seconds or less.
Mach Rider—Clear Classic mode in 300 seconds or less.
Majora's Mask—Complete Stage 47 in Event mode.
Master Hand—Clear Classic mode at Hard or Very Hard difficulty without continuing.
Maximum Tomato—Play 10 matches in Melee mode.
Metal Box—Perform 11 Combos in Training mode.
Mew—Clear All-Star mode at the Hard or Very Hard difficulty setting.
Mute City—Walk a total distance of 3,300 feet or more in the game.
Paper Mario—Hit the sandbag 1,485 feet or more in the Home-Run Contest.
F-Zero Racers—Collect the red "Smash" trophies for all characters (earned by finishing Adventure mode).
Meowth—Collect the blue "Smash" trophies for all characters (earned by finishing All-Star mode).
Warrior—Clear All-Star mode in 300 seconds or less.
Wolfen—Clear Adventure mode in 1,100 seconds or less.
Tom Knook—Collect 1,001 coins.
Sandbag—Hit the sandbag 990 feet or more in the Home Run Contest.
Target—Clear the Target Test with every character.
Sheriff—Clear the Target Test in 750 seconds or less.
UFO—Play 100 multiplayer matches with two or more players.
Falcon Flyer—Play 150 Multiplayer matches with two or more players.
Sudowoodo—Play 200 Multiplayer matches with two or more players.
Unown—Get a combined total of 16,503 feet or more in the Home Run Contest using any characters.
Mr. Rizette—Defeat six foes in Cruel Melee mode.
Mayra—Unlock the Sound Test.
Heart Container—Play 100 matches in Melee mode.

### TONY HAWK'S PRO SKATER 3

*Cheat Codes*

Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes.
FREAKSHOW—Unlock all hidden characters
M A R K E D C A R D S—Enable "Cheats" option at the Paused menu
M A X M E O U T—Gives the current skater enough points to max out all stat categories
P O P C O R N—Unlocks all movies

### WAVE RACE: BLUE STORM

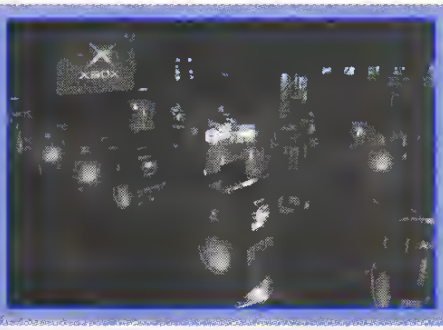
*Ride a Dolphin*

Choose "Options" from the main menu, then hold **Z + X** and press **START** at the Options menu. A new "Password" option will appear. Enter the password "D L P H N M O D" to ride a dolphin in Free Roam mode.

## XBOX ODYSSEY DOME



**To introduce players to the Xbox, Microsoft has put together a mobile venue with two 53-foot semi trucks connected by a massive inflatable dome tent. The Xbox Odyssey Dome can hold up to 100 people and is packed with 50 Xbox game stations, a DJ booth and a live entertainment area. Featured games being played at the Odyssey include *Halo*, *NFL Fever 2002*, *Dead or Alive 3*, *Fuzion Frenzy*, *Tony Hawk's Pro Skater 2X*, *NHL Hitz 20-02* and more. As the**



### 4X4 EVOLUTION 2

*Secret Code*

Enter the following code at the "Press Start" screen

Extra Money—**Y, X, White, Y, X, White, X, X, Y, White, X, Y**

### AMPED

*Secret Codes*

From the main menu, select "Options," then select "Cheats." Next, enter any of the codes below

RidinwRaven—Unlock Raven

ChillinwSteezy—Unlock Steezy

GimmeGimme—Unlock all courses

StickiT—Easier to land from a jump

ZiPster—Faster speed

buzzsaW—Run through trees

MegaLeg—Jump higher

### ARCTIC THUNDER

*Secret Codes*

Enter any of the following codes at the "Select Game Mode" screen

**X, X, Y, Y, White, Black, START**—No drones mode

**Y, X, Y, X, START**—No catchup mode

**Black, Right Trigger, X, Y, Black, Right Trigger, START**—All random power up mode

**X, X, Y, X, Right Trigger, X, START**—No power-up mode

**X, X, X, White, Y, START**—All missile mode

**Y, Y, Left Trigger, Y, Y, White, START**—All grappling hook mode

**Black, Right Trigger, Left Trigger, White, X, START**—All roost mode

**Y, Y, Black, Right Trigger, START**—All snowbomb mode

**Y, Black, Black, Y, Right Trigger, START**—All boost mode

**White, Left Trigger, Left Trigger, Y, White, Y, START**—Clone mode

**X, Y, X, Right Trigger, Y, Y, START**—All invisible mode

**Y, White, X, R, X, L, START**—Super wheelie mode

### AZURIK: RISE OF PERATHIA

*Invincibility*

At any time during gameplay, quickly press **X, Black, White, Right Trigger + Left Trigger**, then press in the **Right Thumbstick + Left Thumbstick** simultaneously

*Refill Health + Power*

At any time during gameplay, quickly enter the following code Hold **Left**, rotate the **Right Thumbstick** counter-clockwise from right to up to left, then press **A, X.**

*Big Heads*

At any time during gameplay, quickly press in the **Right Thumbstick**, then **R, Down, Up, A**

*Big Afro*

At any time during gameplay, enter the following code quickly Press **Down, Right**, then **Black + White** simultaneously, press in the **Right Thumbstick**, press in the **Left Thumbstick**, then simultaneously point the **Left Thumbstick** to the right and the **Right Thumbstick** to the left, then press **B, Y**

*Save Anywhere*

At any time during gameplay, quickly press **White, Up, Down, A, B**, then press in the **Right Thumbstick** After entering the code correctly, your game will be saved immediately, whether you are at a save point or not.

*Adjust Camera*

At any time during gameplay, quickly press **Right Trigger, Down, Up, Down, Up**, then press in the **Right Thumbstick**, then press in the Left **Thumbstick** Now you can use the controller to freely adjust the camera's position and orientation The **Left Trigger** and **Right Trigger** adjust the height of the camera Press **Back** to return to controlling your character

### BLOOD WAKE

*Secret Codes*

Enter the following codes at the title screen

Invincibility—Press **Left Thumbstick, Right Thumbstick, Down, Left, Down, Left, B, Y, START**

Infinite Ammo—**Black, White, Left Trigger, Right Trigger, Right Thumbstick, Right Thumbstick, Y, X, START**

Infinite Turbo—**Up, Up, Down, Down, Left, Right, Left, Right, B, A, START**

### CEL DAMAGE

*Secret Codes*

From the title screen, select "Play," then press **A** and select "Create/Load." Next, select "Create New," then "Hard Disk," then "New Name." Now enter any of the names below

ENCHILADA!—Unlock all stages, characters and weapons

WHACKLAND—Unlock all desert stages

EARLSPLACE—Unlock all Transylvania stages

MELEEDEATH—Unlock melee weapons

HAZARDOUS—Unlock hazard weapons

UNiQUEWPNS—Unlock personal weapons

FANPLASTiC—Unlock plastic rendering mode

PENCILITIN—Unlock pencil rendering mode

### DARK SUMMIT

*Secret Codes*

Enter any of the following codes at of the pre-game menu screens or the pause menu

Hold **BACK + START**, press **Y, L, X, B, R, A, R, A**—9,100,000 lift points and equipment points

Hold **BACK + START**, press **Y, L, X, B, R, A, R, B**—All characters unlocked

Hold **BACK + START**, press **Y, L, X, B, R, A, R, Y**—All challenges completed

Hold **BACK + START**, press **Y, X, B, R**—Shoot barrels by pressing **R**

Hold **BACK + START**, press **Y, X, B, L**—Press **L + R** while in the air for slow-motion effect

### DAVE MIRRA FREESTYLE BMX 2

*Secret Codes*

Enter any of these codes at the main menu

Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—**Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, X**

Unlock all movies—**Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, X**

Unlock secret pieces in Park Editor—**Up, Left, Down Right, Down, Up, Up, Down, Right, Right, X**

Unlock all Park Editor themes—**Up, Left, Down, Right, Down, Up, Down, Right, Left, Left, X**

### FUZION FRENZY

*Secret Codes*

At any time during gameplay, press **START** to pause, then enter any of the codes below A special message will appear after entering a correct code

Hold **Left Trigger** and press **Y, B, Y, B**—First person mode

Hold **Left Trigger** and press **Y, B, X, X**—Toggle through Mutant modes 1-3

Hold **Left Trigger** and press **Y, Y, Y, Y**—Welsh on

Hold **Left Trigger** and press **Y, X, Y, Y**—Squeeky voices on

Hold **Left Trigger** and press **Y, Y, Y, X**—Real controls on

### MAX PAYNE

*Cheats Menu*

At the main menu, press and hold **Left Trigger + Right Trigger + Left Thumbstick + Right Thumbstick**, then press **White, Black, Black, White, White, Black.**

### NASCAR HEAT 2002

*Easily Complete Beat The Heat Challenges*

At the main menu, press **Up, Down, Left, Right, White, Down, Down** if you entered the code correctly, the menu will leave the screen and the re-appear Each time you do this, you'll gain 10 points and automatically pass the last challenge that was unlocked

### NASCAR THUNDER 2002

*Unlock Fantasy Drivers*

At the Driver Select screen, select "Create-a-Car." Next, enter the any of the following names in their respective First Name and Last Name fields at the "Driver" subscreen Next, select "Advance" and a special message will tell you that you unlocked a new driver

| | |
|---|---|
| Dave Alpern | Joey Joulwan |
| Buster Auton | Cheryl King |
| Scott Brewer | Mandy Misiak |
| Audrey Clark | Josh Neelon |
| Rick Edwards | Dave Nichols |
| Michelle Emser | Kitt Paint |
| Katrina Goode | Benny Parsons |
| Diane Grubb | Ken Patterson |
| Jim Hannigan | Dick Paysor |
| Troi Hayes | Tom Renedo |
| Crissy Hillsworth | Sasha Soares |
| Traci Hultzapple | Chuck Spicer |
| Rick Humphrey | Daryl Wolfe |
| Kristi Jones | |

### NFL FEVER 2002

*Secret Code*

Choose "User Profile" from the main menu, then select "Create User Profile" and enter the name "BROADWAY". All of the secret teams and stadiums will be unlocked.

### NHL HITZ 20-02

*Secret Cheats*

At the versus screen just before the game starts—while the announcer is saying "Tonight, from ..." etc.—enter the following codes by pressing **X, Y** and **B** followed by a direction on the D-pad For example, to enter the "Snow" code (1-2-1-Left), press **X** once, **Y** two times and **B** one time, then press **Left** on the D-pad A message will appear to confirm each code

Input more codes—3-3-3 Right

Ignore last code—0-1-0-Down

Rain—1-4-1-Left

Snow—1-2-1 Left

Big puck—1-2-1 Up

Huge puck—3-2-1-Up

Bulldozer puck—2-1-2-Left

Hockey ball—1-3-3 Left

Tennis ball—1-3-2-Down

Big head player—2-0-0-Right

Huge head player—3-0-0-Right

Big head team—2-2-0-Left

Huge head team—3-3-0-Left

Pinball boards—4-2-3 Right

Domino effect—0-1-2-Right

Always big hits—2-3-4-Down

Hitz time—1-0-4-Right

No crowd—2-1-0-Right

No puck out of play—1-1-1-Down

Late hits—3-2-1-Down

No one timers—2-1-3-Left

Show Hot Spot—2-0 1 Up

Show shot speed—1-0-1 Up

Turbo boost—0-0-2-Up

Win fights for goals—2-0-2-Left

First to seven wins—3-2-3-Left

Infinite Turbo—4-1-3-Right

### PROJECT GOTHAM RACING

*Cheat Code*

At the "load or create new" screen, select "create new driver." Next, select "driver name" and input your name as "Nosliw" Note the capital first letter and the lowercase letters Now all of the cars, body paint styles, courses and stages are unlocked

### THE SIMPSONS: ROAD RAGE

*Secret Codes*

Enter any of the following codes at the "Options" screen After entering the code correctly, you'll hear a special sound effect to confirm

Hold **Left Trigger + Right Trigger** and press **B, B, Y, X**—Drive Red Soapbox Car

Hold **Left Trigger + Right Trigger** and press **B, B, Y, Y**—Drive as Smithers in Mr. Burns' Car

Hold **Left Trigger + Right Trigger** and press **B, B, Y, A**—Drive Nuclear Bus

Hold **Left Trigger + Right Trigger** and press **B, B, X, Y**—Drive as New Year's Krusty

Hold **Left Trigger + Right Trigger** and press **B, B, X, A**—Drive as Halloween Bart

Hold **Left Trigger + Right Trigger** and press **B, B, X, X**—Drive as Thanksgiving Marge

Hold **Left Trigger + Right Trigger** and press **B, B, X, B**—Drive as Christmas Apu

Hold **Left Trigger + Right Trigger** and press **B, B, B, B**—Extra camera views

Hold **Left Trigger + Right Trigger** and press **A, A, A, A**—Nighttime mode

Hold **Left Trigger + Right Trigger** and press **A, B, Y, X**—Slow-Motion mode

Hold **Left Trigger + Right Trigger** and press **X, X, X, X**—Flat characters

Hold **Left Trigger + Right Trigger** and press **B, B, A, A**—Show collision lines

### STAR WARS: OBI-WAN

*Secret Codes*

Enter the following code at the "Code Setup" screen from within the Options menu

M1A2U3L4I?—All missions unlocked through Chapter 5

### STAR WARS STARFIGHTER SPECIAL EDITION

*Secret Codes*

Enter any of the following codes at the "Code Setup" screen from the "Options" menu A special message will appear after entering a correct code

DIRECTOR—Director mode

HEROES—View heroes gallery

PLANETS—View planets gallery

SHiPS—View ships gallery

SIMON—View secret image

JARJAR—Jar Jar mode

EUROPA—Unlock everything

NOHUD—No on-screen interface elements during gameplay

### TONY HAWK'S PRO SKATER 2X

*Secret Codes*

Press the **START** button at any time during a game and enter any of the following codes at the "Paused" menu, the menu will shake from left to right each time you enter a correct code Note You can also enter the codes at the main menu, but not all of them will work there

Hold **Left Trigger** and press **White, B, Up, A, Right Down, START**—Unlocks secret Treyarch decks

Hold **Left Trigger** and press **START, Black, A, B, START**—Characters don't bleed

*Unlock Almost Everything*

Start a game in career mode, then press **START** to pause At the "Paused" menu, hold **Left Trigger** and press **START, A, White, Up, Right, Down, A, Y, B, A, B, Y** The screen will shake to confirm the code This code unlocks all of the cheats at the Options menu, all of the stages in Free Skate mode, all of the secret characters (except Private Carrera) and gives you $900,000 to spend at the Skate Shop

Odyssey rolls through each U.S. town (it's already passed through San Francisco and Miami). DJs, bands and other live entertainment will be announced in the months to come. If you're lucky, you might even be selected out of the crowd to hang out in the V.I.P. Lounge where musicians Seal and Staind have been spotted. Depending on the type of event, the Odyssey may remain open anywhere from a few days to several weeks in each city, so be sure to check out the Xbox web site at http://www.xbox.com/odyssey for the Event Schedule. Some upcoming dates to keep in mind:

**March 22-23**
Padre Island, TX
Schlitterbahn Bar and Water Park-50 Park Road Highway 100

**April 26-28**
St. Louis, MO
Union Station
500 St. Louis Union Station

**May 3-5**
Memphis, TN
Memphis in May's Beale Street Music Festival

—Jamie Andrew



### 007 RACING
*Secret Vehicle*
At the title screen, press L1, R1, △, O, ✕ You'll hear a laughing sound effect after entering it correctly Now you can choose the Aston Martin Vantage in Two-Player mode. You must input this sequence very quickly for the game to recognize it.

### THE ADVENTURES OF LOMAX
*Stage Select*
During the game, hold **Down** on the D-pad and press **START** to pause While paused, hold **Up** and press △, O, ✕, □. Two small numbers will appear on the left side of the screen. Press **START** to unpause, then hold **L1** and press **SELECT** repeatedly change the left number to the number of the stage you wish to go to Once you've decided, hold **L1** and press **START** to warp there To remove the numbers from the screen, just re-enter the same code.
*Stage Warp*
With the numbers on the screen as described above, hold **L1** and press □ to make Lomax fly Use the D-pad to move him anywhere in the current stage, even through obstacles When you're ready to land, hold **L1** and press □ again

### AKUJI THE HEARTLESS
*Debug Menu*
Pause the game, then hold **L2** or **R2** and press **Left, Up, Up,** △ , **Right,** □, **Left,** △, **Up, Down, Right, Right.** This gives you access to the level select menu
*Invincibility*
Pause the game, then hold **L2** or **R2** and press **Right, Right, Left,** △, ✕, **Up,** O, **Left.**
*Unlimited Voodoo Spells*
After earning a Voodoo Spell, pause the game, then hold **L2** or **R2** and press **Left,** △, **Left, Left,** O, **Left,** △, **Right,** O, **Up, Up, Down**

### ALIEN: RESURRECTION
*Secret Codes*
Enter any of the following codes at the main menu You'll hear a special sound effect after entering a correct code For both codes, the new menu items will appear within the "Options" menu
Unlock "Cheat Menu" menu item—O, **Left, Right,** O, **Up R2**
Unlock "Research" menu item—□, **Up, Down,** O, **Left, R1**

### ALIEN TRILOGY
*Level Skip*
Go to the password screen and enter the password "G0LVL" followed by a number from 0 to 34 (For example, to start at the game's final stage, enter the password "G0LVL34".) Highlight "Accept" and press the ✕ button, you'll see the words "Cheats Activated" on the screen Now quit to the title screen and select "Start Game" to start at the level you chose If you enter the password "G0LVL35", you'll see the video sequence from the end of the game
*Cheat Mode*
Enter "1G0TP1NK8C1DB00TS0N" as your password, highlight "Accept" and press the ✕ button, you'll see the words "Cheats Activated" on the screen Now quit to the main menu, where you'll find a new option called "Cheats", this allows you to become invincible or start on any stage

### APOCALYPSE
*Cheat Codes*
At any time during the game, press **START** to pause, then enter any of the following codes
Invincibility—Hold **L1**, press **Down, Up, Left, Left,** △, **Up, Right, Down**
All Weapons—Hold **L1**, press □, O, **Up, Down,** ✕, □
Infinite Lives—Hold **L1,** press △, O, ✕, □
Restore Health—Hold **L1,** press ✕, △, O
Stage Select—Hold **L1,** press △, **Up,** ✕, **Down** (this code adds a stage select option to the "Paused" menu as well as the main menu)

### AREA 51
*Alien Mode*
Shoot the first three humans you see without hitting anything else, you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence

### ASSAULT RIGS
*Access All Weapons*
During the game, quickly press **Left, Right, Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down, Down** A message will appear on the screen that says, "Max weapons added... oh yes!" You now have a full supply of every single weapon in the game. Note This code will not work while the game is paused, you must enter it during the action on any stage Repeat the code whenever necessary to refill your ammo
*Invincibility*
Also during the game, quickly press **Left,** ✕, **Left,** ✕, **Left, Left,** ✕, **Right,** ✕, **Right,** ✕, ✕ A message will appear on the screen that says, "Invincible! Yes indeedy!" Now your tank cannot be harmed Note This code will not work while the game is paused

### BALDUR'S GATE: DARK ALLIANCE
*Special Passwords*
Choose "Load/Save" from the Options menu, then select "Enter Passcode" and input one of the following passwords.
• Shrink the Rotofoil
XOXXOX
XXXXX
XXA△XX
□XXXX□
X□□□□X
• Upside-down playfield
X□□□□X
□XXXX□
XX△△XX
XXXXX
XOXXOX
• Must score in your own goal to win
XXXX□X
OXXOX□
X△XXX□
XX△XX□
XXXX□X
• Play as the Master Blazer, Xarta
XOOOX□
OX△XO□
O△X△O□
OX△XO□
XOOOX□
• Play "Classic *Ballblazer*"
□□XXXX
□□□□XX
□□□□□□
XX□□XX
□□□□□□

### BATMAN FOREVER: THE ARCADE GAME
*Tips & Secrets*
• If an enemy throws a barrel, tire or other object at you, you can catch it by pressing the Punch button as the object nears you
• If you select the VR bonus before entering Stage 4, you can destroy the helicopter easily by using the VR to freeze all of the enemies just as the helicopter appears Now you can ignore the enemies and concentrate on firing super batarangs at the helicopter
• When the Monarch Bat makes its sweeping attack, press Punch + Kick to block, you won't take any damage However, blocking will not protect you from the bat's fire attack
• At the start of the game, if you jump on the hood of the Batmobile and stay there, you can prevent it from driving away so quickly

### BATTLE HUNTER
*Secret Characters*
At the main menu, select the Office icon, then select the Registration icon Next, enter either of these names to create a secret character:
SHUICHI
VIKEIF

### BEAST WARS TRANSFORMERS
*Weapon Power-Up*
During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly **Up, Down, Left, Right,** △, ✕, □, **START** Now your character's weapon will be more powerful than the standard weapon
*Stage Skip*
During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly **Up, Down, Left, Right,** △, ✕, ✕, △, **Right, Left, Down, Up, START** The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one

### BIO FREAKS
*First-Person View*
During a match, hold **L2 + R2** and point the D-pad away from your opponent to activate a first-person view To return to the standard camera angle, hold **L2 + R2** and press **Down**

### BLADE
*Unlock Secret Cheats*
Enter any of the following codes at the main menu You'll hear a special sound effect upon entering a correct code Then, in the middle of gameplay, press **START** to pause and select "Cheat Menu" from the pause screen From here you'll be able to toggle on and off all the cheats that you've unlocked
Unlock Infinite Weapons—**Down, Right, Up, Left, L2, L1, R2, R1**
Unlock Infinite Health—**Left, Left, Left, Right, L2, L1, R2, R1**
Unlock All Items—**Right, Left, Up, Down, L2, L2, R2, R2**

### BLOOD OMEN: LEGACY OF KAIN
*Refill Energy*
At any time during the game—not while paused—enter any of the following codes as needed
• Refill Energy—Press **Up, Right,** □, O, **Up, Down, Right, Left.**
• View All FMV Scenes—Press **Left, Right,** □, O, **Up, Down, Right, Left** (Access the "Dark Diary" from the Options menu.)

### BRAVO AIR RACE
*Secret Vehicles*
At the main title screen menu, hold **R1 + L2** on Controller 2 and rapidly tap the **SELECT** button (also on Controller 2) 20 times, you'll hear a signal to confirm the code Now you'll find two new planes at the "Airplane Select" screen an F-16 and a stealth fighter

### BUGS BUNNY: LOST IN TIME
*Unlock All Stages*
At the "Era Selector," point Bugs to an Era that is currently inaccessible Hold **L2 + R1** and press ✕, □, **R2, L1,** O, ✕, □, □, □ You'll then be able to enter any stage

### CARDINAL SYN
*Cheat Codes*
Each of the following codes can be entered at the title screen while the words "Press Start" are flashing
• Unlock all characters except Syn and Kron—**L1, R2, R1,** □, **Down,** O, **Down, L2,** □, □, □, □
• Unlock Syn—**R1, Right, R2,** □, **R1, Down, R1, R2, R2,** O
• Unlock Kron—**L2, L2, Up, Up, Up, Left, Down, Up,** O, **L1**
• New costume for Orion—**R2, Down, Down,** O, □, □, **R2**
• New costume for Nephra—□, **L1,** O, **Up,** △, **Left,** △
• New costume for Juni—**Down,** □, **Down, L2, Down, Down, Down**
• New costume for Syn—O, O, O, **L1, R1,** O, **Left**
• Infinite Magic—**Right, Right, Right, Left,** △, **Left, Left,** □
• Allow dismemberment in any round—**Up, Up, Right, Right, Left,** O, O, **Down**
• See characters' ending sequences instead of opening sequences—△, **Right,** △, **Right,** △, △, **R2, R1, L1, L2,** △, △

### CARNAGE HEART
*Manual Control*
During a battle, press the **SELECT** button to bring up the display menu, then press the **SELECT** button 11 more times You'll see the last option on the menu change from "Camera" to "Action" Highlight this new option and press ✕ to change the setting from "Automatic" to "Manual", now you can control your OKE as follows
**Up, Down**—Move forward, backward
**Left, Right**—Turn left, right
**L1 + Left**—Move left
**L1 + Right**—Move right
**L1 + Up**—Change altitude up
**L1 + Down**—Change altitude down
□—Grapple
△—Jump up
△ + D-pad—Jump forward, backward, left or right
✕—Fire Main Weapon
O—Duck
**R2 +** △—Fire Sub Weapon
**R2 +** ✕—Fire Sub Weapon twice
**R2 +** O—Fire Sub Weapon three times
**R2 +** □—Fire Sub Weapon four times
If you're in battle with one or more allies and you use the **L2** button to view a different OKE, you will take control of that OKE and the one you were controlling before you pressed **L2** will revert to automatic control

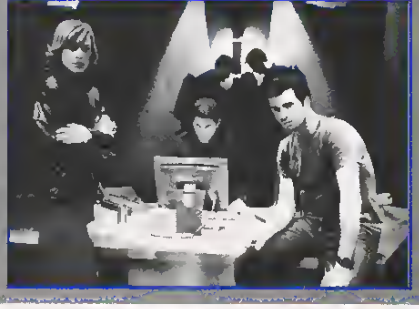
### CASTLEVANIA CHRONICLES
*Extra Option*
At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right,** O, ✕ If you entered the code correctly, the "Extra Option" screen will appear automatically
*Sound Module Setting*
At the main menu, move the cursor to either "Original Mode" or "Arrange Mode." Next, hold **L1 + R2** and press ✕ Now you can choose from three additional soundtrack variations before the game begins

### CHAMPIONSHIP MOTOCROSS FEATURING RICKY CARMICHAEL
*Secret Codes*
From the main menu, select "Championship," then press ✕ twice to reach the "Name Entry" screen Enter any of the passwords below at this screen Note the spaces between words
Unlock all classes—ALL EVENTS
Unlock all tracks in Single Race mode—DIRT TRACKS
Big head—GROSSE TETE
Unlock Fox Movie in "Extras" screen—LIVE ACTION

### COOL BOARDERS 4
*Secret Codes*
From the main menu, select "One Player," then enter any of the following codes as your name at the "Record Keeping" screen When you enter the last letter of each code, you'll hear a voice say, "Hey, no cheating."
Unlock all Mountains—I C H E A T
Unlock all Speoal Events—I M S P E C I A L




Capcom's *Resident Evil* series has always been ripe material for a Hollywood horror flick. After all, the original idea for the game was inspired by "B-movie" horror classics, right down to the gimmicky shockers and cheesy dialogue. There has been talk of a *Resident Evil* movie for several years now, ever since sometime around the release of *Resident Evil 2*. One of the names that was thrown around as a possible director for the film was George Romero—a perfect fit, considering his zombie films like *Night of the Living Dead*, *Dawn of the Dead*, etc In fact, he was commissioned by Capcom to direct a rather expensive TV commercial for *Biohazard 2* (*Resident Evil 2*) for Japan Romero did submit a script for a



## COURIER CRISIS

*Secret Characters*

Choose the memory card icon from the main menu, then select "Load" and access the "Password" option. Enter the password "SAVAGEAPES" to play as a big monkey or "XFIFTYONEX" to play as an alien.

## CRASH BANDICOOT

*Password*

Enter the following special password to gain access to any stage with all gems and keys collected:

△△△△×□△△
△△□×△○△△
△○□△××××

## CRASH BANDICOOT 2: CORTEX STRIKES BACK

*10 Extra Lives*

See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body slam the critter five times in a row, you'll get ten extra lives.

*Secret Levels*

To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.

To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spikey creatures. While Crash is hanging, use the ○ or **R1** button to lift his legs up and allow the spiked guys to pass below him; take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second secret level.

*Bring Back Bosses*

If you've already defeated a boss but you want to fight him again just for fun, hold the △ button when using the platform to move between the different floors of the warp room.

## CRASH BANDICOOT: WARPED

*Secret Stages*

In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco.

In Level 11: Dino Might, take the yellow gem platform to the alternate path, you'll eventually enter an area that looks similar to the dinosaur chase scene—where you're running toward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to the top-secret Level 32: Eggipus Rex.

## CRASH TEAM RACING

*Secret Codes*

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Remember, these codes only affect game modes other than "Adventure."

Unlock Penta Penguin—Hold **L1 + R1** and press **Down, Right, △, Down, Left, △, Up**

Unlock Ripper Roo—Hold **L1 + R1** and press **Right, ○, ○, Down, Up, Down, Right**

Unlock Dr. N. Tropy—Hold **L1 + R1** and press **Down, Left, Right, Up, Down, Right, Right**

Unlock Papu Papu—Hold **L1 + R1** and press **Left, △, Right, Down, Right, ○, Left, Left, Down**

Unlock Komodo Joe—Hold **L1 + R1** and press **Down, ○, Left, Left, △, Right, Down**

Unlock Pinstripe—Hold **L1 + R1** and press **Left, Right, △, Down, Right, Down**

Unlock Turbo Track, The North Bowl, Lab Basement, Parking Lot—Hold **L1 + R1** and press **Right, Right, Left, △, Right, Down, Down**

Super Turbo Pads—Hold **L1 + R1** and press **△, Right, Right, ○, Left**

Infinite Bombs—Hold **L1 + R1** and press **△, Right, Down, Right, Up, △, Left**

Infinite Wumpa Fruit—Hold **L1 + R1** and press **Down, Right, Right, Down, Down**

Infinite Masks—Hold **L1 + R1** and press **Left, △, Right, Left, ○, Right, Down, Down**

Invisibility—Hold **L1 + R1** and press **Up, Up, Down, Right, Right, Up**

Unlock Scrapbook—Hold **L1 + R1** and press **Up, Up, Down, Right, Right, Left, Right, △, Right**

## THE CROW: CITY OF ANGELS

*Cheat Passwords*

Choose "Continue" from the main menu and enter one of the following codes:

○×△×△○△○×□—Start at Ship stage with invincibility
×○△○□□△○×○—Giraffe Mode
△△×□○○□×△△—Stickman Mode
△△○○○○○○△△—Watch All Video Scenes
□×□○△△○□×□—Debug Mode

## DARKSTALKERS 3

*Play as Soul Stealer*

In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle.

*Play as Soul Stealer 2*

In Arcade mode, highlight the "?" box at the character select screen, press the **SELECT** button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious female character inhabit that fighter's body; also, you will always fight against the same character as the one you are controlling. If you're competing with another player, you will always fight as the same character that your opponent chooses.

*Play as Night Warriors Talbain*

At the character select screen, highlight Talbain, hold the **SELECT** button and press all three Punch or all three Kick buttons simultaneously.

*Play as Shin Bishamon*

At the character-select screen, highlight Bishamon, hold **SELECT** and press any button.

## DAVE MIRRA FREESTYLE BMX

*Unlock Slim Jim*

At the main menu, select "PROQUEST." Next, at the "Select Rider" screen, press **Down, Down, Left, Right, Up, Up, ○**. You'll hear a special sound effect after entering the code correctly. Slim Jim will appear between Joey Garcia and Dave Mirra.

*Unlock All Bikes*

At the main menu, select "PROQUEST," then select any rider at the following screen. Next, when the bike selection screen appears, press **Up, Left, Up, Down, Up, Right, Left, Right, ○**. You'll hear a special sound effect after entering the code correctly.

*Unlock All Styles and all Levels*

At the main menu, select "PROQUEST," then select any rider and then any bike at the following screens. Next, when the style selection screen appears, press **Left, Up, Right, Down, Left, Down, Right, Up, Left, ○**. In order to unlock all levels, you must input this same code when the level selection screen appears. In both cases, you'll hear a special sound effect after entering the code correctly.

## DEATHTRAP DUNGEON

*Stage Select*

At the main menu, press **L1, R1, △, △, □, ○, R1, L1**, you'll hear a signal to confirm the code. Now access the "Load Game" menu; you'll find a list of the game's stages. Choose any stage to warp directly to it—albeit without any items.

## DIE HARD TRILOGY

*Die Hard Cheats*

Each of the following codes works in the "Die Hard" portion of the game:

Invincibility—Press **START** to pause, then hold the **R2** button and press **Left, Right, Up, Down, □**.

Stick Man Mode—Press **START** to pause, then hold the **R2** button and press **△** ten times, then **Right** four times.

Silly Mode—Press **START** to pause, then hold the **R2** button and press **Down, ○, ○, Down, △, Down**.

*Die Harder Cheats*

Each of the following codes works in the "Die Harder" portion of the game:

Invincibility—Press **START** to pause, then hold the **R2** button and press **Down, △, Right, □**. Your health will go down, but you won't die when it's gone.

Fergus Mode—Press **START** to pause, then hold the **R2** button and press **○, Down, Down, □, X, □**. Now all of the characters in the game will have the face of Fergus McGovern, the head of Probe Entertainment, which is the company that developed the game.

*Die Hard With a Vengeance Cheats*

Each of the following codes works in the "Die Hard With a Vengeance" portion of the game:

Big Cars—Press **START** to pause, then hold the **R2** button and press **Left, △, Right, Down**.

Chase View—Press **START** to pause, then hold the **R2** button and press **Down, ○, Down, ○**. This adds a new camera angle to the available options.

## DIE HARD TRILOGY 2: VIVA LAS VEGAS

*3rd Person Mode Cheats*

At any time during gameplay in one of the "third person" levels, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code and the effect will take place immediately. You may enter any code a second time to disable it.

Skeleton mode—**○, □, △, △, □, ○**
Pop top mode—**□, □, ○, ○, R1, R1**
Big head mode—**R1, R1, L1, L1, △, △**
Electric mode—**□, □, L1, L1, R1, R1**
Invincibility—**△, △, ○, ○, L1, L2**
All weapons—**L1, L1, R1, R1, ○, ○**
Infinite ammo—**□, □, ○, ○, L1, L1**
Disable laser sight—**L1, L1, △, △, L1, L1**
Slow rockets—**L1, R1, R1, L1, △, □**
First Person View—**○, ○, △, △, □**

*Gun Mode Cheats*

At any time during gameplay in a Gun level, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.

Invincibility—**△, △, ○, ○, L1, L2**
All weapons—**L1, L1, R1, R1, ○, ○**
Infinite ammo—**□, □, ○, ○, L1, L1**
Auto reload—**□, □, △, △, ○, ○**
Slow motion—**△, L1, △, L1, △, L1**
Slow rockets—**L1, R1, R1, L1, △, □**

*Driving Mode Cheats*

At any time during gameplay in a Driving level, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.

Invincibility—**△, △, ○, ○, L1, L2**
Infinite Nitro—**L1, L1, R1, R1, ○, ○**
Infinite time—**L1, R1, □, □, R1, L1**
Rain mode—**□, □, L1, L1, △, ○**
Invisible car body—**L1, R1, R1, L1, L1, R1**

*Debug Menu*

At the main menu, press **L1, L1, ○, ○, □, □**. The Debug Menu will appear on the screen. Use it to select any level or watch any movie in the game.

## DOOM

*Cheat Codes*

Each of the following cheats must be entered while the game is paused:

Map All Lines On—**△, △, L2, R2, L2, R2, R1, □**
Map All Things On—**△, △, L2, R2, L2, R2, R1, ○**
Lots of Goodies!—**×, △, L1, Up, Down, R2, Left, Left**
All Powerful Mode On (Invincibility)—**Down, L2, □, R1, Right, L1, Left, ○**
X-Ray Vision—**L1, R2, L2, R1, Right, △, ×, Right**
Level Warp—**Right, Left, R2, R1, △, L1, ○, ×** (press **Left** or **Right** to change the stage number)

## DRIVER

*Cheat Codes*

Enter these codes at the title screen. You'll hear a sound effect as you successfully enter each code. Once entered, the cheats can be accessed via the Cheat menu from the title screen.

- Credits (Watch the ending credits)—**L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1**
- Invincibility—**L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1**
- Immunity (Police never chase you)—**L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2**
- Rear Wheel (Car has rear wheel drive)—**R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1**
- Minis (Cars appear much smaller)—**R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2**
- Stilts (Extremely long suspension)—**R2, L2, R1, R2, L2, L1, R2, R2, L2, L1, R2, R1**
- Antipodean (Screen appears upside-down)—**R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1**

## FEAR EFFECT

*Cheat Codes*

From the main menu, select "Options," then select "Credits." Enter any of the codes below while the credits are rolling. You'll hear a special sound effect and the screen will flash red after entering a correct code.

One-Hit Kills—**L1, △, Up, Down, ○, ○, △, □, Down, R1**
Expert Mode—**Down, Down, Down, △, Down, Down, Down, □, Left, Right**
Instant Puzzle Solutions—**L1, △, Up, Down, ○, ○, Down, Down, Down, Up**
Infinite Health—**L1, △, Up, Down, ○, ○, △, □, Right, □**
Max Ammo—**L1, △, Up, Down, ○, ○, △, □, Left, △**

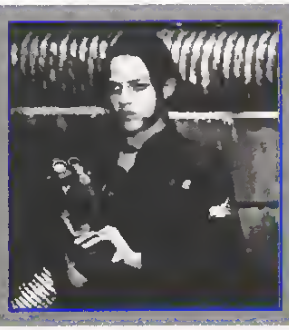
## FEAR EFFECT 2: RETRO HELIX

*Secret Codes*

At the title screen—while the words "Press START Button" are flashing—enter one of the following codes to unlock the "Art Gallery" item from within the "Extras" item under the "Options" menu. There is a different art gallery on each disc, and you must enter only

*Resident Evil* movie, but the producers, namely Yoshiki Okamoto of Capcom, rejected the script and removed him from the project. Romero's script was apparently very close to the story of the video-game series, but there were just too many tie-ins to his own zombie movies. Paul Anderson was eventually named the director for *Resident Evil*. Anderson is certainly no stranger to movie adaptations of video games; he directed the first *Mortal Kombat* movie in 1995, probably one of the best video-game movies to ever hit the big screen.

The movie *Resident Evil* is meant to be a sort of prequel to the video-game series and stars Milla Jovovich (*The Fifth Element*, *The Messenger*), Michelle Rodriguez (*The Fast and the Furious*) and Eric Mabius (*Cruel Intentions*). Since the events take place before the first *Resident Evil* game, the creators of the movie were able to make their own characters and storyline. A genetic research facility run by the Umbrella Corporation, known as the Hive, has a deadly viral outbreak. The entire research staff is wiped out and brought back to life as the flesh-eating undead. Alice (Jovovich) and Rain (Rodriguez) have three hours to lead a group of commandos and seal the virus within the Hive before it leaks out into the outside world. Standing in their way is a super-computer called the Red Queen which threatens to trap everyone inside. But that's not all. A genetically mutated creature nicknamed "the Licker" (from *Resident Evil 2*!) is also out for their blood. Will they escape the Hive, or will they get infected by the wicked T-virus and join the other mindless zombies? Find out when *Resident Evil* hits theaters on March 15th, nationwide.



the code that corresponds to the disc you're playing on. The screen will flash a solid color after entering a correct code.
Disc 1—**Left, Right, Up, Down, Down,** ○
Disc 2—**Up, Up, R1, R1, R1,** □
Disc 3—**L1, R2, L1, R2, L1,** □

### FELONY 11-79
*Access All Cars & Tracks*
At the main menu—the one that says "Start/Time Trial/Setting" etc., enter the following code *quickly* on Controller 2. Tap **L2 + R1 + R2**, then tap **R2**, then **L2**, then **R1 + △**, you'll hear an explosion sound to confirm the code. Now start the game, you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available.

### FIGHTING FORCE
*Cheat Mode*
At the main menu—the one that says "1 (or 2) Player Game" and "Options"—press and continue to hold **Left + L1 + R2 + □**. After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu, you'll find stage-select and invulnerability options at the top of the screen.

### FIGHTING FORCE 2
*Cheat Mode*
Hold **L1 + L2 + R1 + △ + Left** and press **X** at the title screen when "Press Start" appears. You'll be immediately be taken to the main menu. When you select "Start Game," a stage select menu will appear. Choose any level and you'll find that you're partially invincible and have infinite ammo for any weapon you pick up.

### FINAL DOOM
*Cheat Codes*
All of the cheat codes listed above for *Doom* will work with *Final Doom*.

### G-POLICE
*Infinite Shields*
At the "Mission Brief" screen, hold **L1 + R2 +** □ and press **Left** on the D-pad.
*Unlimited Ammo*
At the weapon select screen, hold **R1 + L2 +** ○ and press **Left** on the D-pad.

### G-POLICE: WEAPONS OF JUSTICE
*Passwords*
Mission 31—P L I N T H
Unlock Everything In Database—U T O P I A

### GEKIDO: URBAN FIGHTERS
*Cheats*
To enter these codes, you must first get a high score (with the default high scores, your score must be over 1,000 points). Enter the following codes as your name at the high score name entry screen after your game is over to get the corresponding effect. All unlocked cheats will appear in the "Options" menu and must be toggled on for them to work.
Unlock Deformed mode—D E F O R M A N I A
Unlock Skeleton mode—B O N E C R A C K

### GHOST IN THE SHELL
*Stage Select*
At the main menu, press **R2, R1,** □, □, **Up, Down,** □, □, **R2, R2**, you'll hear a sound to confirm the code. Now choose "Mission Start", a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

### GRAND THEFT AUTO
*Cheat Codes*
Press □ at the character-select screen to change a character's name to one of the following cheat names, when the game starts, you'll get the following effects
• Enter the name "W E Y H E Y" to start with 9,999,990 points.
• Enter "B L O W M E" to have your character's map coordinates displayed on the screen while you play.
• Enter "E A T T H I S" to max out your "Wanted" level.
• Enter "T H E S H I T" to unlock all missions and start with 99 lives, all weapons, infinite ammo and all items.

### GRAND THEFT AUTO: LONDON 1969
*Secret Codes*
Start a new game. At the character-select screen, press □ to change your character's name to any of the following words
G R A S S—No police
O L D B I L L—Maximum filthometer
S I D E B U R N—Bonus multiplier starts at x5
B I G B E N—Start with 9,999,990 points
M C V I C A R—Start with 99 lives
R A Z Z L E—Stage select
H A R O L D H A N D—Activates all of the above, plus all weapons with infinite ammo and all items

### GRAND THEFT AUTO 2
*Secret Codes*
From the main menu, select "Play," then press X again to change your name to any of the codes below. You'll get no special confirmation after entering a correct code.
Start with $1,000,000—B I G S C O R E
Start with all weapons and 99 ammo—N A V A R O N E
Start with x5 Multiplier—H I G H F I V E
No Police—L O S E F E D S
Display Coordinates—W U G G L E S
Area Select—I T S A L L U P
Start with unlimited health—L I V E L O N G
Start with maximum Wanted Level—D E S I R E S

### GRIND SESSION
*Unlock All Tricks*
At any time during gameplay, press **START** to pause, then press **Down, Left, Up, Right, Down, Left, Up, Right**. If you input the code correctly you'll see the words "All Tricks Enabled" appear on the screen.

### HOT WHEELS EXTREME RACING
*Secret Codes*
Choose "Options" from the main menu, then select "Misc." and enter any of the following codes at the "Code Entry" screen
X T R C H T !—Unlocks "Cheat Menu" option on the "Misc." menu
A N D Y—All skulls become monkey faces
S K U L L—All skulls become monkay skulls
U S D—Upside-down races
N O B O D Y—Invisible vehicles
V E R S I O N—Display the game's version number and date at the main menu

### HOT WHEELS TURBO RACING
*Secret Codes*
Each of the following codes can be entered at the main menu to get the corresponding effect before each race, you'll hear a signal to confirm each code. Note that you can only have ONE of these codes active at any time.
Unlimited Turbos—**R2, L1,** □, △, **R1, L2, L1, R2**
Small cars—□, **R2, L2,** △, △, **L2, R2,** □
Large tires—□, △, □, △, **R1, R1, L2, L2**
No graphic textures on cars—**L1, R1, L2, R2, L1, R1, L2, R2**
Alternate sound effects + announcer—**R2, R1, L2, R2,** □, △, **L1, R1**
*Passwords*
Highlight "Sign In" at the main menu and press **Left** or **Right** twice to access the Password option. Enter any of the following pass words to unlock different features
P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"
T W J M—Unlock "Tow Jam" vehicle

### INVASION FROM BEYOND
*Level Select*
Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo)
**L1, R1, L2, R2,** △, X, ○, □, □, ○, X, △

*All Ships & Weapons*
Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo)
**L1, R1, L2, R2, Up, Down, Right, Left, Left, Right, Down, Up**

### IRRITATING STICK
*Extra Lives*
To start with seven lives instead of the usual three, enter the following code. At the mode select screen, highlight "1P Play" and press **Right** on the D-pad four times. Highlight "Tournament" and press **Right** on the D-pad once. Highlight "Course Edit" and press **Left** on the D-pad twice. Highlight "Option" and press **Left** on the D-pad six times. Now highlight "1P Play" and press X. You'll hear the crowd cheer to confirm the code.

### JACKIE CHAN STUNTMASTER
*Unlock All Levels*
At the main title screen—while the words "PRESS START button" are flashing—press **L2,** □, △, ○, X, **R2, R2,** you'll hear a gong to confirm the code. Now all of the stages are unlocked except the Shaolin Temple.
*All Dragons Collected*
At the main title screen—while the words "PRESS START button" are flashing—press **L1, R2, L2, R2,** □, X, X, you'll hear a gong to confirm the code. Now all of the levels—including the secret Shaolin Temple—are unlocked and Jackie appears in his *Drunken Master* costume.
*Secret Video*
At the main title screen—while the words "PRESS START button" are flashing—press **Left, Right, R1,** ○, □, △, △, the words "Bonus Movie PRESS X" will appear. Press X to watch the behind the-scenes movie that you ordinarily don't get to see unless you beat the Shaolin Temple stage.

### JUDGE DREDD
*Secret Codes*
To enter the following codes, you must first play the game until you earn a score that's good enough to make the high score table. When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your next game:
I P E M O N ?—Deformed characters
? L O V E S E X Y ?—See the ending
I B E D S T R A W !—10 credits
I E I K K I N—Invincibility

### THE KING OF FIGHTERS '95
*Boss Code*
Choose "Team Play" at the main menu. When the "Team Edit" question comes up, choose "Yes". Now at the character-select screen, hold the **START** button and press **Up** + ○, then **Right** + □, then **Left** + X, then **Down** + △. The boss characters Omega Rugal and Saishu Kunsanagi will appear on the menu as playable fighters.
*Duplicate Characters*
Choose "Team Play" at the main menu. When the "Team Edit" question comes up, choose "Yes". Now at the character-select screen, hold the **START** button and press **Down** + △, then **Left** + X, then **Right** + □, then **Up** + ○. Now you can select your favorite character more than once when choosing the members of your team, you can even make a team that consists of the same character three times.

### KRAZY IVAN
*Stage Select*
At the arena select screen with the globe in the background, highlight Russia, the only available mission at the start of the game. Next, press **Right**, but before the Japan mission information appears, press X + **Down/Left** on the D-pad and hold them. You'll see the globe bouncing through the different arenas. Now release the buttons to begin at whatever arena is facing you on the globe at the moment you let go. You won't see the names of the missions as they pass by, so it's difficult to tell which one you've selected, but with practice you can pick the one you want by counting the rotations of the globe or by watching the position of the sun and planets in the background.

### THE LOST WORLD: JURASSIC PARK
*Cheat Passwords (All DNA, 99 Lives)*
Compy—X X ○ △ □ X □ X ○ □ △ □
Human Hunter—□ □ △ ○ X ○ □ □ □ □ X ○ △
Raptor—X X ○ △ □ X □ X □ □ △ ○
T-Rex—X X ○ △ □ □ □ X △ □ △ □
Human Prey—□ □ △ ○ X X □ □ △ X ○ △
*Gallery Passwords*
Compy—□ □ △ ○ X ○ △ ○ △ △ X X
Hunter—X X ○ △ □ △ △ △ X ○ □ ○
Raptor—□ □ △ ○ X ○ △ ○ X △ X △
T-Rex—△ △ □ X ○ □ ○ X X □ △ □
Prey—△ △ □ X ○ □ △ X □ □ ○ ○
*Stage Select*
Access the password screen and enter the following password: □, X, ○, △, △, X, □, ○, △, ○, X, □. You'll hear a beep as if you've entered an incorrect password and you'll be sent back to the main menu. Choose "Password" again and enter the same password' once again, you'll think you've made a mistake. Return to the password screen and enter the password a third time, you'll access a top secret stage select menu that allows you to start at any sub stage or see any of the game's video scenes. Look for an invisible option at the bottom of the "Movies" menu.

### MACHINE HEAD
*Infinite Energy*
At the main menu, press ○, **L1, L1, L1,** ○, **L1,** ○, ○, **L1,** ○, ○, ○, **L1, L1, L1, L1,** ○, ○, ○, **L1**
*Infinite Ammunition*
At the main menu, press ○, ○, ○, ○, **L1,** ○, **L1,** ○, **L1,** ○, **L1, L1,** ○, **L1,** ○, **L1, L1, L1, L1**
*Level Select*
At the main menu, press **L1,** ○, **L1, L1, L1,** ○, ○, ○, ○, ○, **L1, L1,** ○, ○, ○, **L1,** ○, **L1,** ○, ○, ○, ○
With that code in place, press the **R1** button repeatedly to choose your starting stage, the stage names will appear on the screen. If you skip too far ahead, use **R2** to go back through the list.

### MAT HOFFMAN'S PRO BMX
*Secret Codes*
At any time during gameplay, press **START** to pause the game, then enter any of the codes below. After entering each code correctly, the pause menu will shake. The effects will take place immediately after you select "Continue" to return to the game.
Perfect balance—Hold **L1** and press □, **Left, Up, Right.**
Display balance meter during grinds—Hold **L1** and press **Left,** ○, □, △, □, ○, X
Infinite Special—Hold **L1** and press **Left, Down,** △, ○, **Up, Left,** △, □
Big wheels—Hold **L1** and press **Down,** ○, ○, **Down**
Add eight minutes to your remaining time—Hold **L1** and press □, **Up,** ○, X
Point values x10—Hold **L1** and press □, ○, ○, **Up, Down, Down**
Point values divided by 10—Hold **L1** and press **Down, Down, Up,** ○, ○, □
*Secret Character: Granny*
Start a game in Career Mode and press **START** to pause, then select the "Retry" option from the pause menu. Continue to pause and restart, after you do this 10 times, a message will appear and Granny will become a playable character.

### MEDAL OF HONOR
*Secret Codes*
Enter these codes at the "Password" screen under the "Options" menu. The lights on the machine will flash green after entering a correct code.
Captain Dye Mode—C A P T A I N D Y E
Nifty Multiplayer Power-ups—DENNISMODE
American Movie Mode—S P R E C H E N
Temperamental Tocsin—B R A D A L A R M
Wireframe Mode—T R A C E R O N
4x Firing Rate—I C O S I D O D E C
Reflecting Shots—G O B L U E
Unlimited Ammo—B A D C O P S H O W
Audie Murphy Mode—M O S T M E D A L S

### MEDAL OF HONOR: UNDERGROUND
*Secret Passwords*
At the main menu, select "Options," then select "Passwords." At the following screen, enter any of the passwords below to obtain the corresponding result:
R I C O C H E T—Bouncing Bullets
L A T I R E U S E—Podoski Mode
B A L L E S V I T E—4x Firing Rate
P U I S S A N C E—Invulnerability Mode
A U T O D I N G U O—Wacky Taxi Mode
*Unlock Everything*
First, enter E N T R E Z V O U S as a password. Now you may enter any of the following passwords.
P O R T E C L E F S—Unlock everything except Panzerknacker Unleashed!
L E M O N S T R E—Unlock Panzerknacker Unleashed

### MEDIEVIL II
*Cheat Mode*
At any time during gameplay, press **START** to pause, then hold **L2** and press △, ○, △, ○, ○, △, **Left,** ○, **Up, Down, Right,** ○, **Left, Left,** △, **Right,** ○, **Left, Left**. If you entered the code correctly, a new item called "Cheats" will appear in the pause menu.

### MEGA MAN X4
*Alternate MegaMan X*
At the character select screen, enter the following code carefully. Highlight MegaMan X, press the ○ button twice, press **Left** six times, then hold **L1 + R2** and press **START**. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels.
*Play as Black Zero*
At the character select screen, enter the following code carefully. Highlight Zero, hold the **R1** button, press **Right** six times, release **R1**, hold ○ and press **START**. When the game begins, Zero's costume will be black instead of red. This code has no effect on the gameplay.

### MEGA MAN X5
*Start With Ultimate Armor*
At the main menu, select "Game Start." At the player select screen, move the cursor to Mega Man X, then press **Up** twice, then **Down** nine times. To play as Zero, move the cursor

to him and instead press **Down** twice, then **Up** nine times. You'll hear a special sound effect after entering either code correctly. When you begin the game, the player you chose will be wearing the Ultimate Armor.

## MEGA MAN X6

*Secret Codes*

Use these codes to play as alternate versions of X or Zero. Note that you can only use one code at a time, for example, if you want to play as Nightmare Zero, you won't be able to use Ultimate Armor X in the same game.

- Ultimate Armor X—Press **START** at the first title screen, then press **Left, Left, Left, Right**. At the Game Start/Continue/Option menu, You'll begin the game with X's Ultimate Armor, which is very much identical to the same Armor from *Mega Man X5*. It allows X to fire a super charged shot, hover in place and perform the Mega Crush attack at will.
- Nightmare Zero—Press **START** at the first title screen, then press **L1, L1, L1, R2** at the Game Start/Continue/Option menu. When you rescue Zero after defeating him in battle, you'll play as the Nightmare version of Zero instead of the normal version. Nightmare Zero has all of Zero's normal moves, but he is much more powerful.

## MISSION: IMPOSSIBLE

*Secret Passwords*

From the main menu, select "**Load Game**," then select "Password." Enter any of the following passwords below. For some of the passwords, even though the game will say "bad password," they will still work. Just start a new game or load another one to see the effects.

TTOPFSECRETT—View secret message
SEECOOLMOVIE—View any FMV sequence
IMTIREDTODAY—Slow-motion mode
GOOUTTAMYWAY—Turbo mode
BIONICJUMPER—Super jump
SCAREDSTIFFF—All people move without animation

## MONSTERS, INC. SCREAM TEAM!

*Secret Codes*

Enter any of the following codes at any time during gameplay. You'll see each one take effect immediately after entering it correctly.

Hold **L1 + R2**, press O, O, O, O, △, □, □—99 lives
Hold **L1 + R2**, press O, O, O, O, □, □, △—Full scare meter
Hold **L1 + R2**, press O, O, O, O, □, △, △—Full health

## MOTORHEAD

*Secret Passwords*

Access the "Code" option at the Options menu and enter the following codes to access different effects.

softhead—Motion blur effect
supercar—Overhead view
insanity—Alternate demo
lastcode—Unlock all cars and tracks
nocheats—Disable cheats

Note that when you enter these cheat codes, high scores will not be recorded.

## MTV SPORTS: SKATEBOARDING FEATURING ANDY MACDONALD

*Unlock All Boards, Costumes, Levels and Skaters*

At the main menu, select "Single Player," then select "Lifestyle." Next, select "New Game," then input "PASWRD" as your name. Note that some of the unlocked items, like levels and skaters, will only be available in modes other than "Lifestyle."

## THE MUMMY

*Secret Bonus Codes*

At any time during gameplay, press **START** to enter the pause menu, then choose "Quit Game" and select "Yes." Next, select "Replay Level," then "Bonus Game Modes" at the following screen. Finally, select "Enter Code" and enter any of the codes below:

△, X, △, O, □, △, O, X—Unlock bonus level
O, □, O, X, X, △, △, □—All weapons available
X, △, X, □, O, △, □, △—Unlimited ammo
O, O, △, O, X, □, □, X—Infinite lives

## N2O NITROUS OXIDE

*Cheat Codes*

Choose "Game Options" from the main menu, then select the "Enter Code" option and enter any of the following cheats:

XX□XXX△△—Infinite Firewalls
□XO□X□O□—Infinite weapons
OXX△□△□O—Infinite lives
□△O△X△□X--Access any level
□□□△O△□□—Bonus level access
XXX□△OX△—Enable fifth ship (Speedcore)
OX□△△OOO—Activate "water" effect
□△X△O□△X--Bonuses don't reset when you die

## NANOTEK WARRIOR

*Cheat Codes*

Press **START** to pause the game at any time, then enter any of the following cheat codes at the "Paused" menu:

- Refill Shield—**SELECT, O, Right, Up, Up, L1, L1, X**
- Warp Speed Boost—O, □, O, □, △, △, △, X
- Stop Ship—△, **Left**, △, **Right**, △, **Up**, △, **START** (with this code in place, you can stop your vehicle's forward progress at any time by holding the △ button)
- First-Person Viewpoint—△, O, □, □, △, △, **SELECT, START**
- Randomize Level Curves—O, **SELECT, Left**, □, □, **Down, Up**, X

*Passwords*

Level 2—□XXX□□X△△
Level 3—XOXXX□□△□
Bonus Level 1—O□XX□XXX△
Level 4—△X□X□□△XO
Level 5—OX□XX□△△X
Level 6—X□□X□□△XO
Bonus Level 2—□□□X□□△△□
Level 7—XXX□X△O△□
Level 8—□XX□XO△O
Level 1 with upgraded NanoTek ship—X□X□□OX△X

## NASCAR 2001

*Secret Codes*

Unlock alternate John Andretti Car—Hold **R1** and press □, △, □, △
Unlock KC Monoxide (#101)—Hold **L2** and press □, O, X, **Down, Up, Right, Left**
Unlock 'Shorty' Leung (#100)—Hold **R2** and press □, O, X, **Up, Down, Left, Right**
Unlock Jocko Michaels (#167)—Hold **L1** and press □, △, □, O, □, X
Unlock Asher Boldt (#153)—Hold **L2** and press □, O, △, X
Unlock Proving Grounds Track—Hold **R1** and press **Left**, O, **Up, Down, Right, Right, Right**
Unlock Treasure Island Track—Hold **L2**, press □, O, □, **Up**, Up, **Down**, Up, **Left, Right**, X

## NASCAR RUMBLE

*All Tracks & More Cars*

From the main menu, select "**Game Options**," then move the cursor to "Load and Save" and select the "Password" item. Enter the password "**C9PSAU8NAA**" to unlock lots of cars and every track.

## THE NEED FOR SPEED

*Hidden Tracks*

Choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "**TSYBNS**", then press **START**. With this code in place, you can now return to the main menu and choose any game mode. When you reach the "Race Location" menu, you'll find a new, secret track called "Lost Vegas."

*"Rally" Tracks*

With the cheat password in place, highlight any track and hold the **L1** and **R1** buttons. You'll see the name of the track change to "Rally", this changes the pavement to a slippery dirt road like those in Sega *Rally*. If you hold **L1 + R1** while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track, this one's a desert course called "Oasis Springs."

*Secret Car*

With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold **L1+R1**; now you can choose the top-secret "Warrior" car, a lightweight, futuristic vehicle that can zoom from zero to 60 in 3.5 seconds flat.

*Arcade Mode*

Again, with the "TSYBNS" password in place, get to the "Race Location" menu and highlight the "Segment View" (or lap select) box. Hold **L1+R1** and you'll see the words "Arcade Mode" appear. Start the game in Arcade Mode and you'll find that the game plays much more like a *Ridge Racer*-style arcade game instead of a full-on simulation.

*Machine Gun Horn*

Choose the Head to Head mode on the Race Type Screen. Select your vehicle, then pick your computer opponent's car. After selecting your opponent's vehicle, press and hold **L1**, O, □ and diagonally **Up/Left** on the D-pad until the race starts. You can now blow everything out of your way by pressing Up to honk the horn. The noise it produces will sound like a machine gun.

## NEED FOR SPEED II

*Extra Camera Angles*

When the "Loading..." screen appears before a race—with the course map on the screen—press and hold **L1 + R2** + △ + O. Do not release the buttons until your car appears on the track. Now press the △ button to cycle through the different camera angles, you'll find that there are now nine different camera settings instead of the usual four.

*Cheat Passwords*

Enter any of the following passwords from the options menu to activate different features:

Access Ford Indigo car—LILZIP
Access Monolithic Studios track—SHOTME
Upgrade all cars to Pioneer engines—POWRUP

*Secret Vehicles*

Each of the following passwords will give you access to a secret vehicle, but they're different from the Ford Indigo code (above) because you don't get to choose the secret vehicles from the car select menu. Instead, pick any car and set up all of the other race options. Finally, go to the options menu and enter one of the following passwords, then go immediately to the "Race" option at the main menu and you'll start the race with the secret vehicle you picked.

Army Truck—ARMYME
Volkswagon Beetle—BEETME
BMW—BMRME
Mercedes-Benz—BNZME
Volkswagon Bug—BUGME
School Bus—BUSME
Citroen—CITME
Shipping Crate—CRATME
Pick-up Truck—JEPME
Landcruiser—LCME
Stretch Limousine—LIMOME
Log—LOGME
Mazda Miata—MAZME
Outhouse—OUTHME
Luxury Sedan—QUATME
Semi Truck—SEMIME
Army Truck II—SNOWME
Newsstand—STDAME
Covered Newsstand—STDBME
Souvenir Stand—STDCME
Monolithic Studios Tram—TRAMME
Tyrannosaurus Rex—TREXME
Van—VANME
Volvo Station Wagon—VOVME
Covered Wagon—WAGOME
Jeep Wrangler—YJME

To give Player 2 a secret vehicle, just change the last letters of any of these codes from "ME" to "U". For example, if you want to play in two player mode with two army trucks, enter the password "ARMYME", then enter the password "ARMYU", then start the game.

## NEED FOR SPEED: HIGH STAKES

*Secret Vehicles*

Enter any of the following passcodes as your user name to unlock the corresponding vehicle:

HOTROD—Unlocks the Titan
FLASH—Unlocks the Phantom
WHIRLY—Unlocks the Police Helicopter

*Slower CPU*

In Tournament or Special Events mode, just after you select "Race," quickly hold **Left** + □ + O until the race begins.

*Blurry Mode*

In any mode, just after you select "Race," quickly hold **Up + R1 + L2** until the race begins.

*Turbo Mode*

In any mode, just after you select "Race," quickly hold **Up** + △ + X until the race begins. During the race, hold **Up** for a speed boost.

## NEED FOR SPEED III: HOT PURSUIT

*Cheat Codes*

Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features:

Empire City Bonus Track—MCITYZ
AutoCross Hidden Track—XCNTRY
Caverns Hidden Track—XCAV8
The Room Hidden Track—PLAYTM
Scorpio 7 Hidden Track—GLDFSH
Space Race Hidden Track—MNBEAM
Activate Jaguar XJR 15—LJAGX
Activate Mercedes-Benz CLK-GTR—AMGMRC
Activate El Nino—ROCKET
All cars and bonus tracks (not hidden tracks)—SPOILT
All Camera Views—SEEALL

*Speed and Language Codes*

First, make your selections at the Game Setup, Track, Player Car and Opponents screens as usual. Once you arrive at the final Race screen, press the **START** button. Immediately after pressing **START**, let go and press the appropriate button combination (i.e. Up + R1+ R2). You must keep these buttons held down until the loading screen appears in order for the codes to work.

Slow the game down by 20%—Up + X + △
Cops Speak With Different Accent—**Up + R1 + L2**
Cops Speak in German—**Up + R2 + L1**
Cops Speak in Spanish—**Down + R2 + L1**
Cops Speak in Italian—**Left + R2 + L1**
Cops Speak in French—**Right + R2 + L1**

## NEED FOR SPEED V-RALLY

*Cheat Codes*

Watch the game's loading sequence carefully, when you see the Infogrames logo begin to appear on a white background, quickly press **Up, Down**, then immediately hold the △ button and press O. You should see the words "LOCK OFF" in green letters, right in the middle of the screen, this allows you to access all of the tracks in Arcade or Championship mode. As soon as you see the words "LOCK OFF," if you release the △ and O buttons immediately you can enter any or all of the additional codes shown below, these buttons must be held down before the Infogrames logo is colored in and you must continue to hold them until the memory card message appears.

- Hold **L1** and the words "TIME OFF" will appear, now the race won't end if the timer runs out in Arcade mode.
- Hold **L2** and the words "NARROW ON" will appear, now the tracks will be more narrow in Arcade mode.
- Press **Left**, then press and continue to hold **R2**, the words "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Championship modes, allowing you to restart a race if something goes wrong.
- Press **Left**, then **Right**, the words "**FULL DEBUG**" will appear. Now you can see the programmers' debugging data on the screen and in a new "Pause" menu option called "Memory." Note: You can't use the "Restart" option if you enter this code.

## NGEN RACING

*Cheats*

Enter any of these codes at the "Main Hangar" screen. You'll see the effects take place immediately after entering a correct code.

400,000,000 credits—**R2, L2, R2, L1, R2, R1, R2, L1**
1st place in all races—**R1, L1, R1, R2, L2, R2, L2, L1**
Obtain all secret jets—**R1, R2, L1, L2, L2, L1, R2, R1**

## NUCLEAR STRIKE

*Stage Passwords*

Level 1: Delta—JUNGLEWAR
Level 2: Island—CUTTHROATS
Level 3: Peace 1—COUNTDOWN
Level 4: Peace 2—PLUTONIUM
Level 5: DMZ—PUSAN
Level 6: Fortress—ARMAGEDDON
Bonus Level: Lightning—LIGHTNING

## ODT

*Cheat Codes*

Each of these codes can be entered while the game is paused.

50 lives—△, Up, O, **Right, SELECT**, □
Refill energy—**Left, Right, Left, Right**, □
Refill ammo—**Left, Right, Up, Down**, O, □
Refill mana—**Left, Right, Left, Right**, O
Weapon powerup—**R1, L1, R2, L2, Left, Right, Up, Down**
Raise abilities by 10%—□, O, △, **SELECT, Left**
Fill experience gauge—O, △, **L1, L2, R1, SELECT**
Raise each spell 1 level—**Down**, △, **SELECT, L1, R1, SELECT**
Toggle monsters' energy bars—△, □, O, △, O

## ODDWORLD: ABE'S ODDYSEE

*Level and Movie Select*

Enter these codes at the main menu:

- Level Select—Hold **R1** and press **Down, Right, Left, Right**, □, O, □, △, O, □, **Right, Left**.
- Movie Select—Hold **R1** and press **Up, Left, Right**, □, O, △, □, **Right, Left, Up, Right**
- Green Farts—Hold **R1** and press **Up, Left, Right**, □, O, X. Now every time you fart using Gamespeak, you'll see green gas

## ODDWORLD: ABE'S EXODDUS

*Checkpoint Skip*
At any point in the game, hold **R1** and press O, O, X, X, □, □. You will skip to the next Checkpoint. Note that you will skip all the Mudokons in between and they will be considered "dead."
*Stage Select*
At the main menu, hold the **R1** button and press **Down, Up, Left, Right,** △, □, O, △, □, O, **Down, Up, Left, Right.**
*Video Scene Select*
At the main menu, hold the **R1** button and press **Up, Down, Left, Right,** □, O, △, O, □, O, **Up, Down, Left, Right.**

## POOL HUSTLER

*Secret Game Mode*
At the title screen—while the words "Press Start" are flashing—press **Up, Up, Down, Down,** △, △, X, X, **Left, Right,** □, O, you'll hear a signal to confirm. You'll find a new option called "Bowlhards" at the main menu, it's a billiards game that's scored like bowling.

## THE POWERPUFF GIRLS CHEMICAL X-TRACTION

*Secret Codes*
Choose "Passwords" from the Options menu and enter any of the following codes:
Princess, Blossom, Fuzzy, Bubbles, Princess—Unlock Powerpuff Girls Bedroom
Sedusa, Buttercup, Mojo Jojo, Ace, Princess—Unlock Professor Utonium's Lab
Fuzzy, Ace, Blossom, Princess, Sedusa—Unlock Townsville Jail
Big Billy, Bubbles, Ace, Seduse, Big Billy—Invincible Mode, Player 1
Ace, Big Billy, Fuzzy, Bubbles, Fuzzy—Invincible Mode, Player 2
Buttercup, Mojo Jojo, Sedusa, Big Billy, Princess—Chemical X-tra, Player 1
Ace, Princess, Blossom, Buttercup, Ace—Chemical X-tra, Player 2
Big Billy, Ace, Buttercup, Ace, Blossom—Unlimited X, Player 1
Seduse, Bubbles, Ace, Bubbles, Big Billy—Unlimited X, Player 2
Blossom, Mojo Jojo, Princess, Seduse, Ace—Unlock Bubbles' Super Scream
Ace, Blossom, Ace, Buttercup, Blossom—Unlock Blossom's Ice Breath
Ace, Fuzzy, Big Biffy, Mojo Jojo, Ace—Unlock Buttercup's Tornado Spin
Princess, Buttercup, Bubbles, Ace, Ace—Power Damage, Player 1
Ace, Mojo Jojo, Blossom, Buttercup, Princess—Power Damage, Player 2
Bubbles, Fuzzy, Ace, Blossom, Ace—Super Health, Player 1
Ace, Ace, Buttercup, Fuzzy, Big Billy—Super Health, Player 2
Bubbles, Ace, Mojo Jojo, Princess, Ace—Disable game timer
Seduse, Big Billy, Blossom, Ace, Buttercup—Unlock all characters and stages

## PROJECT: OVERKILL

*Secret Cheats*
Note: To enter a cheat code, press **START** to pause the game, then highlight "Sound Volume" at the "pause" menu. Now enter one of the codes shown below, the word "Cheater!" will appear at the top of the screen if you've done it right. Some of the codes only have temporary effects and will wear off after a few minutes.
• "Cloak" Stealth Mode—Hold △, tap □, O, O, □, release △, hold X, tap △, △, release X.
• Extra Speed—Hold **Up**, tap △, △, △, release **Up**, hold **Down**, tap X, □, O, release **Down**.
• Shield—Hold **Right**, tap O, □, △, release **Right**, hold **Left**, tap □, O, X, release **Left**.
• Refill Health—Hold □, tap O, X, △, release □, hold O, tap □, X, △, release O.
• Refill Ammo—Hold O, tap □, release O, hold △, tap X, release △, hold O, tap X, release O, hold X, tap □, release X.
• Skip to end of current level—Tap X, **Up, Down, Up**, hold □, tap O, release □, hold X, tap △, release X.

## R•TYPE DELTA

*Invincibility*
At any time during gameplay, press **START** to pause the game. Next, hold **L2** and press **Right, Right, Left, Right, Left, Left, Right, Left, R2, Up, Up, Down, Down, Up, Down, Up, Down, R2**. When you unpause the game, your ship will be invincible.

## R•TYPES

*Invincibility*
The invincibility code listed above under *R•Type Delta* will also work in *R•Types*, just enter it the same way.
*Increase Speed*
Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left,** O.
*Decrease Speed*
Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left,** X.
*Use Any Weapon*
Pause the game, hold **L2** and press **Right, Up, Left, Right, Down, Left, Up, Right** and either △, □, X, or O to equip yourself with a different weapon.
*Level Select*
Highlight either *R•Type* or *R•Type II* at the title screen, quickly press **L2** ten times, then **R2** ten times; you'll hear a sound to confirm. Now start the game and press **START** to pause, you can choose any stage with the stage-select option at the pause menu.

## RAYSTORM

*Free Play Mode*
When the words "Press Start Button" appear at the title screen, hold **L1** + **L2** + **R1** + **R2** and press **START**, when the main menu appears, continue to hold **L1** + **L2** + **R1** + **R2** and press **Up** seven times, then **Down**, then **Up** four times, then **START**, you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option, turn it off to get infinite credits.

## RAZOR FREESTYLE SCOOTER

*Unlock Everything*
At any time during gameplay, press **START** to pause the game, then press **Right, Down, Right, Left, Right, Up, Right, Right**. You may have to quit the current game to observe all of the unlocked items.

## RED ASPHALT

*Infinite Armor*
During the game, press **START** to pause, then hold **R1** + **R2** and press **Up, Left, Right, Down,** △, □, O, X.
*Infinite Weapons (Offensive & Defensive)*
During the game, press **START** to pause, then hold **R1** + **R2** and press **Left, Up, Right, Down,** □, △, O, X.
*Infinite Nitros*
During the game, press **START** to pause, then hold **R1** + **R2** and press **Down, Down, Down,** O, O, O.
*Boss Cars*
At the main menu, press and hold **L2**, then press **Left, Right, Down, Up,** □, O, X, △. Now start a race with any vehicle, before the game loads, you'll get a menu that lets you choose any of the boss vehicles.
*Unlimited Cash*
At the main menu, press and hold **L2** + **R2**, then press **Left, Left, Right, Right,** □, □, O, O. Your cash total won't change, but you can buy anything for free.

## RESIDENT EVIL

*Rocket Launcher*
If you finish the game in less than three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher, it has infinite ammunition and can destroy just about everything with one shot.
*Special Key*
In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion, Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

## RESIDENT EVIL: DIRECTOR'S CUT

*Easier "Advanced" Mode*
Choose "New Game" from the main menu, then highlight "Advanced" and hold **Right** on the D-pad for about four seconds, you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual.

## RESIDENT EVIL 2 PREVIEW (DEMO DISC)

*"Rookie" Mode*
Highlight "New Game" at the main menu and hold **Right** on the D-pad for about four seconds, a top-secret difficulty select option will appear, allowing you to play the game in the slightly easier "Rookie" mode.

## RESIDENT EVIL 2

*Secret Photo*
In the S.T.A.R.S. office, check Wesker's desk—it's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again, on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original *Resident Evil*.
*Alternate Clothes*
Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie. It's Brad Vickers, the helicopter pilot from the original *Resident Evil*. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body, you'll find a special key. This key opens the locker in the darkroom, if you open it, you will be able to change into a different set of clothing at any time.
*Shoot the Camera*
Go to the outside area in the basement where the two dogs jump down from the fence, stand with your back facing the manhole and walk forward until the camera angle changes. Now draw your rifle and shoot; "bullet holes" will appear on your TV screen!
*Bonus Weapons*
If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-and-a-half hours, you get both of these "infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.
*Secret Character: Hunk*
To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two, to do so, you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two seve. The seved game will say "Hunk," choose this to play as him.
*Secret Character: Tofu*
To play as a giant tofu, you must follow the instructions for playing as **Hunk** (see above). Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The seved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu, just keep playing and always remember to seve.)

## RESIDENT EVIL 2 (DUAL SHOCK VERSION)

*Extreme Battle Mode*
Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong, you can play as Chris Redfield if you beat the second level.

## RUSHDOWN

*Unlock All Tracks*
At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right,** △, O, △, O. Now all of the tracks will be available when you select Arcade Mode.

## S.C.A.R.S

*Ultimate Password*
Choose "Options" at the Game Select menu, then select "Setttings" and use **L1** and **R1** to change the Password option to "A L L V I D". This code unlocks all of the game's functions, including four extra vehicles, three additional cup settings, the "Challenge" mode and the option menu's "Mirror Mode."

## SHELLSHOCK

*Cheat Menu*
Access the main title screen and press **Up, Down, Left, Right, Down, Down, Right, Right,** □. You'll hear a piano melody and the screen will change to a photo of the game's characters with a cheat menu below. Press **Left** or **Right** at the "Starting Level" option to start at any stage, or use the other options to watch all of the full-motion video footage in the game, listen to the music and sound effects or see the credits.
*Invincibility*
Start a game, then—as soon as you're in the tank—press **SELECT** and choose "Abort Game". When the title screen appears for the second time, press **Up, Up, Up, Down, Down, Down, Right, Right,** △. You'll hear a musical signal to confirm the code. Now start the game and watch your armor gauge, it will go down when you get hit, but when it runs out it will fill right back up again.

## SLED STORM

*Passwords*
Enter the following passwords from the password entry screen under "Load/Save" at the options menu:
Ryan / Storm Sled—O, △, □, **R2, R2, L1,** X, △
Tracey / Storm Sled—O, △, □, △, **R2, L1,** X, △
Gio / Storm Sled—O, △, □, **L1, R2, L1,** X, △
Travis / Storm Sled—O, △, □, **R1, R2, L1,** X, △
Nadia / Storm Sled—O, △, □, □, **R2, L1,** X, △
Jay / Storm Sled—O, △, □, O, **R2, L1,** X, △
Jackal / 400cc—**L2, L2,** O, **R2,** □, **R1, L1,** △
Sergei / 400cc—□, **L1,** □, **L2,** △, **R2,** X, O
Sergei / Storm Sled—O, △, □, X, **R2, L1,** X, △
Unlock Demo Track—**R2, L1,** △, □, △, **R1,** O, X
Unlock Glacial Grind, Goat's Bluff, Perilous Pass, Lost Peak—□, X, **R2,** □, O, **R1,** O △
Unlock Super Snocross 3 through 6—**R2,** △, X, **R2,** △, □, O, X
"Fog" available in Track Select—□, **L1,** X, □, **R2,** X, △, O
"Mirror" available in Track Select—O, **L1, R2, R2, R1,** X, △, **L2**

## SOVIET STRIKE

*Cheat Password*
Enter the password **T H E B I G B O Y S** to play with infinite ammo, fuel, armor and attempts. (If one of these items should run out, it will be instantly refilled.)

## SPAWN: THE ETERNAL

*Cheat Codes*
Each of the following codes can be entered while the game is paused:
• Temporary invisibility—Hold **L1** + **R1** and press □, □, O, O, △, X
• Temporary invincibility—Hold **L1** + **R1** and press △, △, X, X, □, O
• All power-ups—Hold **L2** + **R2** and press △, O, □, X, △, X
• All inventory—Hold **L2** + **R2** and press X, □, O, △, □, O
• Refill health meter—Hold **L1** + **R1** and press X, O, △, □, X, O
• Refill Magic—Hold **L1** + **R1** and press △, O, X, □, △, O
• Skip current level—Hold **L1** + **R1** + **L2** + **R2** and press △, X, □, O, O, O

## SPEC OPS: RANGER ELITE

*Invulnerability*
At the main menu, select "One Player Game." Next, enter **R O C K S T A R** as your name at the following screen. When you begin the mission, press **START** to enter the pause menu. A new menu item, "Invulnerable" may now be toggled on and off.

## SPIDER-MAN 2: ENTER ELECTRO

*Cheat Codes*
From the main menu, select "Special," then select "Cheats" and enter any of the following codes. After entering each one correctly, Stan Lee will exclaim, "Excelsior!"
**A U N T M A Y**—Unlock Level Select, all costumes, all Gallery items and all Training items
**A L I E N**—Big head
**S T A C E Y D**—Big feet
**V V I S I O N S**—"What If" Mode
**V V H I S C R S**—Inserts programmer's high scores into Records
**D R I L H E R E**—Display debug information during gameplay

## STAR WARS: DARK FORCES

*Cheat Menu*
At any time during gameplay—not while paused—carefully press **Left,** O, **X, Right,** O, X, **Down,** O, X. A cheat menu will appear that allows you to max out your health or weapons, become invincible, see the full map and more.

*Stage Select*
Enter X 7 P ! 4 S Q X 3 9 at the Enter Passcode screen to access a stage select menu. When you begin the game, you'll also have all the weapons.

### STAR WARS: DEMOLITION

*Secret Passcodes*
At the main menu, select "Options," then select 'Preferences." Next, press **R1 + L1** and a passcode entry interface will appear. Now you can enter any of the items below. For the first code, you won't receive any special confirmation after entering it, but at the Choose Contestant screen that appears before you start a game, all four of the previously locked characters will become available, plus Darth Maul, Boushh and Lobot.
Unlock characters—WATTO_SHOP
Watch some movies—SAD_MOVIES
Watch more movies—MOVIE_SHOW

### STAR WARS EPISODE I THE PHANTOM MENACE

*Debug Menu*
At the main menu, move the cursor to "Options" and press △, O, **Left, L1, R2**, □, O, **Left**. You'll hear a special sound effect if the code was entered correctly. To access the Debug Manu, hold **L1 + SELECT** and press △.

### STAR WARS: MASTERS OF TERAS KASI

*Secret Characters*
To gain additional characters at the fighter select screen, you must perform the following tasks with the "Player Change at Continue" option set to "No" at the Options menu
• To access Darth Vader, play as Luke Skywalker and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.
• To access a Stormtrooper, play as Han Solo and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.
• To access Princess Leia in her "Jabba's Slave" costume, play as Princess Leia and beat the game in "Arcade" mode at the "Jedi" difficulty setting
• To access Jodo Kast, play the game in "Survival" mode and defeat seven or more characters.
• To access Mara Jade, set the game's difficulty to "Jedi" and hold **L1 + L2 + R1** while entering "Team" mode (you should see a message that says "Battle for Mara Jade") and defeat all of your opponents in this mode
*Arena Select*
Play as Chewbacca and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher. Once you've done this, you'll see a menu that allows you to choose which stage you'd like to fight in whenever you play in "Prectice" and "Arcade" modes.

### STAR WARS: REBEL ASSAULT II

*Stage Passwords*
Choose "Enter Passcode" at the Options menu and input one of the following passcodes to gain access to all of the game's stages, including the ending sequence
Easy Difficulty Level—X O X O X △
Medium Difficulty Level—X X △ O X △
Hard Difficulty Level—△ □ □ □ X △

### STREET SK8ER 2

*Secret Codes*
Enter the following codes at the title screen. You'll hear a special sound effect after entering a correct code.
**Unlock all skaters—Left, Left,** O, O, **L2,** □, **Right, R2**
**Unlock all boards—**O, O, □, O, □, □, O, **R1**
**Unlock all courses—Left, Right, Left, Right,** O, O, **R1,** □
Max Trick Level and Skill Points—**L1,** □, **Left, Left, R2, Left, R1, Left**
Unlock "Movie" item in main menu—**R2, R2, L1, L2, L1, R1, R1, R1**
*Alternate Clothes*
Hold **L1, L2, R1** as you select a character at the "Skater Select" screen

### SYPHON FILTER

*All Weapons + Infinite Ammo*
During the game, press **START** to pause. Highlight "Weapons" at the pause menu, hold **Right + L2 + R2** + □ + O and press X
*Stage Select*
During the game, press **START** to pause. Choose "Options" at the pause menu, highlight "Select Mission," then hold **Left + L1 + R1 + SELECT** + □ and press X
*Movie Theater*
In the first stage, go to the movie theater and stand in the doorway, then press **START** to pause. Highlight "Map" at the pause menu, then hold **Right + L2 + R1** and press X. Now you can view all of the game's video scenes by walking through either of the two red curtains beyond the snack bar in the movie theater.
*Hard Difficulty*
At the title screen, highlight "New Game," hold **Left + L1 + R2 + SELECT** + □ + O and press X
*Super Ammo*
Pause the game and move the cursor to "Silenced 9mm" in the "Weapons" menu. Then, Hold **Left + L1 + R2 + SELECT** + □ + X (in that order). You'll hear a sound effect confirming input of the code.

### SYPHON FILTER 2

*Hard Difficulty*
At the title screen, hold **Up + SELECT + L1 + R2** + □ + O and press the X button twice. If you entered the code correctly, a message will appear when you take control of your character saying that you're playing on Hard difficulty
*End Level*
During gameplay, press **START** to entar the sub-screen. Then, move the cursor to "Map." Next, hold **Right + L2 + R2** + O + □ and press X. You'll hear a special sound effect if you entered it correctly. The "End Level" item will appear within the "Cheats" menu under the "Options" menu
*Super Agent*
During gameplay, press **START** to enter the sub screen. Then, move the cursor to "Weaponry." Next, hold **L2 + SELECT** + O + □ and press X. You'll hear a special sound effect if you entered it correctly. The "Super Agent" item will appear within the "Cheats" menu under the "Options" menu
*Watch All Movies*
During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Briefing." Next, hold **Right + L1 + R2** + O and press X. You'll hear a special sound effect if you entered it correctly. The "Disc 1 Movies" and "Disc 2 Movies" items will appear within the "Cheats" menu under the "Options" menu

### THRASHER: SKATE AND DESTROY

*Secret Character*
From the main menu, select "Skate," then select "Roach" as your character. At the character name screen, enter "beesuitguy" as your name.
*Extra Points*
During a game, press **START** to pause, then hold **L1 + R2** and press O. You'll hear a special sound effect. Each time you press O, your score will go up by 5,000 points. You can repeatedly press O to accumulate large scores.

### TIME CRISIS

*Secret Cheat Menu*
At the title screen, shoot the black area in the upper portion of the letter "R" in the *Time Crisis* logo two times, then shoot the center of the target next to the letter "E" two times. A secret menu will appear that allows you to start with up to nine lives, gain infinite continues ("Coin=Free") and never have to reload ("Shot=Free").

### TOMORROW NEVER DIES

*In Game Codes*
At any time during the game, press **START** to pause and enter any of these codes in. The game will automatically un-pause after a correct code has been entered. You may re-enter the same code to turn its effects off. Entering the "Debug Info" code multiple times will allow you to view different screens of debugging output.
100% Health—**SELECT, SELECT,** O, O, **Up, Up, SELECT**
0% Health—**SELECT, SELECT,** O, O, **Down, Down, SELECT**
Invincible—**SELECT, SELECT,** O, O, △, △, △, △
Invulnerable to Enemy Bullets—**SELECT, SELECT,** O, O, △, **SELECT**
HUD Toggle—**SELECT, SELECT,** O, O, **Left, Right, SELECT**
Max Weapons—**SELECT, SELECT,** O, O, **L1, L1, R1, R1**
Remove Floor—**SELECT, SELECT,** O, O, **SELECT, SELECT,** O, O
Complete Mission—**SELECT, SELECT,** O, O, **SELECT,** O
Debug Info—**SELECT, SELECT,** O, O, **L2, R2**
Camera Cheat—**SELECT, SELECT,** O, O, **R2, R2**
Move all objects and enemies by walking—**SELECT, SELECT,** O, O, **SELECT, SELECT,** △, △
Remove all objects except enemies—**SELECT, SELECT,** O, O, **SELECT, SELECT,** □, □
Display movement boundaries—**SELECT, SELECT,** O, O, △, △, □, □
Run faster—**SELECT, SELECT,** O, O, □, □, O, O
*Main Menu Codes*
Enter these cheats at the main menu. You'll hear a special sound effect after entering a correct code. Movies can be accessed from the "Options" screen. For the "Access All Missions" code, you'll be able to select any mission even though some of them may be dimmed.
Unlock All Movies—**SELECT, SELECT,** O, O, **L1, L1, L1, L1, L1, L1**
Access All Missions—**SELECT, SELECT,** O, O, **L1, L1,** O, **L1, L1**

### TONY HAWK'S PRO SKATER

*Cheat Codes*
Enter each of the following codes in the middle of a game. You must press **START** to pause the game, input the code, and press **START** again to unpause. After successfully inputting a code and before pressing **START** for the second time to unpause, the pause screen will shake left to right briefly. You may have to quit the current game a restart a new one to see some of the codes' effects. For the Unlock Levels code, you will still be able to play all the levels even though the screen will tell you they aren't unlocked.
Unlock Levels, Videos, Boards, & Officer Dick—Hold **L1** and press O, **Right, Up, Down,** O, **Right, Up,** □, △
All stats at 13—Hold **L1** and press X, □, □, △, **Up, Down**
Unlock Levels—Hold **L1** and press △, **Right Up,** □, △, **Left, Up,** □, △
Unlimited Special—Hold **L1** and press X, △, O, **Down, Up, Right**
Big Head Mode—**Hold L1** and press □, O, **Up, Left, Left**
Unlock "Skip to Restart" in pause menu—Hold **L1** and press □, O, X, **Up, Down**
Slow Motion Mode—**Hold L1** and press □, **Left, Up,** □, **Left**
*Unlock Private Carrera*
First, enter the Officer Dick code, or unlock him through normal means. Next, enter Career mode and choose Officer Dick as your character. During gameplay, press **START** to pause the game, then hold **L1** and press △, **Up,** △, **Up,** O, **Up, Left,** △. Note that this time the screen will not shake when you correctly enter the code. Next, quit career mode. From the main menu, begin career mode again and select "Continue," and Private Carrera will apaar in place of Officer Dick.

### TONY HAWK'S PRO SKATER 2

*Unlock Almost Everything*
At any time during a Career Mode game, press **START** to pause, then hold **L1** and press X, X, X, □, △, **Up, Down, Left, Up,** □, △, X, △, O, X, △, O. The words on the pause menu will shake after entering the code correctly. Next, select "End Run," and messages will appear describing all the newly unlocked items and features. This code unlocks everything in the game except the secret character Private Carrera.
*Unlock Private Carrera*
At any time during a Career Mode game, press **START** to pause, then hold **L1** and press **Down, Up, Left, Left,** O, **Left, Up,** △, △, **Up, Right,** □, □, **Up,** X. The words on the pause menu will shake after entering the code correctly. Next, select "End Run" and you'll get credit for finding all of the gaps in the game, which unlocks Private Carrera as a playable character.
*Secret Codes*
At any time during gameplay, press **START** to pause, then enter any of the following codes
Infinite Special—Hold **L1** and press X, △, O, O, **Up, Left,** △, □
All stats at 10—Hold **L1** and press X, △, O, □, △, **Up, Down**
Extremely low gravity—Hold **L1** and press **Left, Up, Left, Up, Down, Up,** □, △, **Left, Up, Left, Up, Down, Up,** □, △

### TONY HAWK'S PRO SKATER 3

*Secret Codes*
At any time during gameplay, press **START** to pause the game. Next, enter any of the codes below. After entering a correct code, the pause menu will shake to confirm.
Hold **L1** and press **Left, Up,** □, △—Overall game speed is faster
Hold **L1** and press △, **Right, Up,** □, △, **Right, Up,** □, △—Special meter always full
Hold **L1** and press □, O, **Right,** □, O, **Right,** □, O, **Right**—End the current run with 100,000 points added to your score
The latter code is only useful during the Competition stages in Career mode, it will allow you to score high enough to earn a gold medal.

### TRAP GUNNER

*Secret Codes*
At the title screen, enter any of the following codes to unlock different features
Alternate background music—O, **R2, R1,** △, X, □, **Right, L2, L1, Up, Down, Left**
Bonus Character—**L2, L1, Up,** Left, **Down, Right,** □, X, O, △, **R1, R2**
Alternate Costumes—**R2, R1,** △, O, X, □, **Right, Down, Left, Up, L1, L2**
Extra Level—Press **SELECT 12** times
Change Traps—**L2, R2, L1, R1, Up,** △, **Left, Right,** □, O, **Down,** X

### URBAN CHAOS

*Unlock All Levels*
At the main menu, make sure the cursor is not on "Options," then hold **R1 + L1 + SELECT** and press **START**. You'll hear a special sound effect and the words "All Levels Cheat Enabled" will appear on the screen if you entered the code correctly.
*Extra Weapons*
At any time during gameplay, hold dowo □ + O + △ + X and press **Right**. Each time you do this, weapons will appear around you to pick up.

### V-RALLY 2: NEED FOR SPEED

*Unlock Everything*
From the main menu, select "Game Options." Next, select "Game Progression." Then, press **L1, R1, Left, Right, Left, Right, Up, Down, Up, Down,** X, X + **SELECT**. You'll hear a buzzer sound effect if you input the code correctly. Now you'll be able to unlock any part of the game shown on this screen by pressing X at the corresponding box.

### WARJETZ

*Codes*
From the Game Setup menu, select "Input Code," then enter any of the following codes. You'll see a special message after entering each one correctly.
T W L V C H T S—All Cheats
2 T J R W L D W—Super Cheats
M R C H B B—Invulnerable
C H N K Y—Half Damage
F L Y N G T N K—Thick Armor
N F C H—All Weapons
S P W—Free Ammo
S H W R M—All Planes
S T B L T—Fast Planes
W R C H S T—Lots of Bux
K C H N G—Double Bux
S W S S B N K—No WDL Tax
G V T B C K—Keep Powerups
S M K T R L—Free ECM
B M B B L L—Bomb Ball
C D D D H L R—Bomb Ball Weapons
Q P V S—Bomb Ball Opus
P N F L—Bigger Guns
Q D D M G—Biggest Guns
2 P P Y—Speed Shots
T W F R N—Dual Fire
S P N N Y—Spin Shots
F T M N—Nukes
C R N F X—Overlords Mode
S K T C H Y—Hover Mode
N P R B L M—Mega Convoy
S L R P—Vampire Mode
DVD—All Movies
G R T D—Every Movie
S N K Y—Ghost Mode
T P G N—Top Gun

### WORLD'S SCARIEST POLICE CHASES

*Cheat Codes*
Each of the following codes can be entered at the main menu.
• Unlock All Missions—**Down, Up, Left, Right,** X, △, O, □
• Unlock All Starting Locations in Patrol Mode—**Down, Up, L2, L1,** X, △, **R2, R1**
• Unlock All Bonus Items—**Left, Right, L1, R1,** O, □, **R2, L2**

### X-MEN: MUTANT ACADEMY

*Unlock Everything*
At the main menu, quickly press **SELECT, Up, L2, R1, L1, R2**. You'll hear a spacial sound effect if you input the code correctly.

### X-MEN: MUTANT ACADEMY 2

*Cheat Code*
At the main menu, press **SELECT, Down, R2, L1, R1, L2**. You'll hear a special sound effect after entering the code correctly. This code unlocks everything in the game, including all of the secret characters and alternate costumes. To play as Spider Man, highlight Cyclops and hold the **R1** button. To play as Xavier, highlight Magneto and hold the **R1** button. Don't forget to check out the "Pool Party" stage in Versus mode!

## AEROFIGHTERS ASSAULT

*Stage Select*

When you turn the game on, wait for the Video System and Paradigm Entertainment logos to disappear, then enter the following code as soon as you see the planes flying in the introduction sequence: **Up, C▼, Left, C►, Down, C◄, Right, C▲, L, R, Z**. You'll hear a sound to confirm that the code has been entered correctly. Next, choose "Main Game" from the Game Mode menu, a stage select menu will appear, allowing you to practice any stage. The save options are deactivated when this code is in place, so your regular game scores won't be affected.

*Secret Character: Mao Mao*

Wait for the words "Press Start Button" to appear on the title screen, then press **C▼, C▼, C►, C◄, C►, C▲**. At the "Pilot Select" screen, you'll find a new character called Mao Mao who pilots an F-15. Note: You may have already unlocked Mao Mao if you continued more than three times in the Tokyo stage.

*Secret Character: Spanky*

To access another secret character, you must complete the following requirements:

1) Earn more than 170,000 points by the end of the Pacific Ocean stage; this will allow you to play the first bonus stage, "Air Landing."

2) Clear the Tokyo, Pacific Ocean and Air Battle stages in less than 1,400 seconds; this will allow you to play the Desert stage during daytime.

3) If you clear the daytime Desert stage, you'll access the second bonus stage, "Shuttle Defense."

4) If you clear the "Air Landing" and "Shuttle Defense" bonus stages, you'll enter the third bonus stage, "Goliath Defense," after the Fortress level.

5) If you clear the "Goliath Defense" bonus stage, you'll enter the fourth bonus stage, "Space," after the Antarctic Ocean and Ice Cave levels.

6) If you clear the "Space" bonus stage, you'll be able to access Spanky, an X-29 pilot.

## ALL-STAR BASEBALL 2001

*Secret Codes*

Enter any of the codes below at the "Secret Codes" screen from the Options menu:

Aluminum bats—**HOLLOWBATS**
Ball trail mode—**WLDWLDWST**
Big ball mode—**BCHBLKTPTY**
Dark stadium—**WTOTL**
Foggy stadium—**MYEYES**
Tiny players—**TOMTHUMB**
Players fly back to the dugout when they're out—**FLYAWAY**

## BANJO-TOOIE

*Cheat Codes*

As you locate the Cheato Pages in the game and return them to Cheato, he will give you codes that you can enter by shooting eggs at the letters on the wall in the Code Chamber to spell the words. However, each of the codes that he gives you will not work until after he has told you about it. The following codes can be entered at any time after you've cracked open the Code Chamber, including six codes that have the same results as the ones that Cheato and Madame Grunty give you and several new ones. Once you've entered a code, check out the sign on the wall to the right of the letter board to turn each cheat on or off.

**CHEATOSREHTAEF**—This code has the same effect as Cheato's "FEATHERS" code, it doubles the maximum amount of feathers that you can carry.

**CHEATOSGGE**—This code has the same effect as Cheato's "EGGS" code, it doubles the maximum amount of eggs that you can carry.

**CHEATOFOORPLLAF**—This code has the same effect as Cheato's "FALLPROOF" code, it allows you to fall from any height without losing energy.

**CHEATOKCABYENOH**—This code has the same effect as Cheato's "HONEYBACK" code, it causes your energy meter to slowly regenerate.

**CHEATOXOBEKUJ**—This code has the same effect as Cheato's "JUKEBOX" code, it allows you to listen to any of the game's music tracks by accessing the jukebox in Jolly's Inn at Jolly Roger's Lagoon.

**CHEATOYGGIJTEG**—This code has the same effect as Madame Grunty's "GETJIGGY" code, it activates the signs in Master Jiggywiggy's temple that tell you where the jiggies are located in each stage.

**CHEATOSUPERBANJO**—With this code in place, both Banjo and Kazooie will run much faster.

**CHEATOSUPERBADDY**—Activate this code to make the game more challenging by speeding up all of the enemies.

**CHEATOHONEYKING**—Enter this cheat to completely disable the honeycomb meter and air meter, now you're invincible and can stay underwater or in toxic areas for as long as you want.

**CHEATONESTKING**—This cheat gives you unlimited eggs and feathers, your inventory will show that you have "LOTS" of every type.

**CHEATOJIGGYWIGGYSPECIAL**—This code unlocks all of the doors in the Isle O' Hags area, giving you access to all levels.

**CHEATOGNIMOH**—This code has the same effect as the "HOMING" code that you get from having Heggy hatch the pink egg, it improves your aim when firing eggs by causing them to change direction and curve toward any nearby enemy.

The remaining two cheats will not cause new menu items to appear on the wall in the code chamber, once you have entered them, their results will immediately become effective and will remain in place.

**CHEATOCASTLIST**—Unlocks a new option called "Character Parade" at the Cinema menu in Replay mode, this option is normally unlocked by collecting 90 jiggies. Note that this code will not work if you have already found 90 jiggies in any one of the three saved game slots, it also will not register if you have already entered the following code.

**CHEATOPLAYITAGAINSON**—Unlocks all of the items in Replay mode, including the "Character Parade" movie mentioned above.

## BATTLETANX: GLOBAL ASSAULT

*Secret Codes*

Enter any of the following codes from the "Input Code" menu under the "Game Setup" screen:

All Weapons—**RCKTSRDGLR**
Invulnerability—**HPPYHPPY**
Custom Gang Unlocked—**TRDDYBRRKS**
Brandon Gang Unlocked—**NNKNHCKS**
Secret Level Unlocked—**WRDRB**
Level Select—**8ODYS**

## BUST A MOVE 2: ARCADE EDITION

*Another World*

At the title screen—while the words "Press Start" are flashing—press **L, Up, R, Down**. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode, you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.

*Character Select*

Start the game in Puzzle Game mode. When the map screen appears, press **Left, Left, Up**, then hold **Down**, hold **R** and press **L**. A secret "Character Select" menu will appear. Press **Left** or **Right** to change to a different character, then press **A** or **START** to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

## BUST A MOVE '99

*Another World*

At the title screen—while the words "Press Start" are flashing—press **B, Left, Right, B**. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode, you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.

## CLAY FIGHTER 63⅓

*Secret Options*

At the character-select screen, hold the **L** button and press **C►, C◄, C▲, C▼, B, A**. If performed correctly, the screen should flash with a white light. Exit this screen by pressing **B**, then access the Options screen, you'll find a new menu item called "Secret Options" which allows you to change the characters' size, select the stage you'd like to fight in and more.

*Secret Characters*

Each of the following codes can be entered at the character-select screen:

- Doctor Kiln—Hold the **L** button and press **B, C▲, C◄, C►, C▼, A**
- Sumo Santa—Hold the **L** button and press **A, C▼, C►, C▲, C◄, B**
- Boogerman—Hold the **L** button and press **Up, Right, Down, Left, Right, Left** on the D-pad

## CONKER'S BAD FUR DAY

*Secret Cheat Codes*

From the main menu, select "Options," then select "Cheats." Now enter any of the following cheats at the screen that follows:

**BOVRILBULLETHOLE**—Start game with 50 lives
**WELDERSBENCH**—Unlock all chapters
**WELLYTOP**—Unlock Conker in Multiplayer mode
**EASTEREGGSRUS**—Unlock Neo Conker in Multiplayer mode
**BILLYMILLROUNDABOUT**—Unlock Gregg the Grim Reaper in Multiplayer mode
**CHINDITVICTORY**—Unlock Weasel Henchmen in Multiplayer mode
**EATBOX**—Unlock Cavemen in Multiplayer mode
**RUSTYSHERIFFSBADGE**—Unlock Seargeant and Tediz Leader in Multiplayer mode
**BEEFCURTAINS**—Unlock Villager and Zombies in Multiplayer mode
**DUTCHOVENS**—Start with frying pan in the Race Multiplayer game
**DRACULASTEABAGS**—Start with baseball bat in the Race Multiplayer game

## CRUIS'N USA

*Secret Stages*

At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows:

Golden Gate Park (lower-left corner)—Hold **L + C◄ + C▼**
San Francisco (lower-right corner)—Hold **L + C► + C▼**
Indiana (upper-right corner)—Hold **L + C▲ + C▼**

*Secret Vehicles*

At the "Choose Car" screen, press and hold the **C◄, C▲** and **C▼** buttons to change the '63 Muscle Car, La Bombe and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press **A, Z** or **START** to confirm your choice.

*Lights + Siren*

Race in any stage until you reach the Top Ten high score table. Enter your initials, then press **Down** to move to the bottom of the list of high scorers and hold **Left** to make the conveyor belt move. Keep holding **Left** for over 30 seconds, you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car using the above code. During the race, you can turn on the bus' lights or the police car's siren by pressing Brake, Brake, Accelerate (hold the Accelerate button).

## DAIKATANA

*Secret Codes*

Enter the following codes at the stage select screen (where your stage is displayed and text scrolls at the bottom of the screen). You'll hear a special sound effect after entering each code correctly.

Start with all weapons—**C◄, C▼, C►, C▲, Z, L, R, C◄, C▼, C►, C▲**
Unlock all levels—**C▲, C►, C▼, C◄, R, L, X, C▲, C►, C▼, C◄**

## DIDDY KONG RACING

*Play as Drumstick*

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head, if you touch that frog with your vehicle, Drumstick will be released.

*Play as TT*

To play as TT you must race on each course in Time Trial mode until TT comes out to challenge you, he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small TT icon will appear when you select that track in Time Trial mode. When you beat TT and earn this TT symbol in every single track, TT will appear as a playable character.

*Magic Codes*

Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode, the codes that can affect the "Adventure" mode are marked with an asterisk (*).

ARNOLD—Big characters*
TEENYWEENIES—Small characters*
JUKEBOX—Music menu (appears under "Audio Options")
FREEFRUIT—Start with 10 bananas
BLABBERMOUTH—Horn cheat (pressing **Z** will make your character speak instead of honking the horn)*
WHODIDTHIS—Display credits (when you exit the Magic Codes menu)
BYEBYEBALLOONS—Disable weapons
NOYELLOWSTUFF—Disable benanas
BOGUSBANANAS—Bananas reduce speed
VITAMINB—No limit to bananas
BOMBSAWAY—All balloons are red (missiles)
TOXICOFFENDER—All balloons are green (drop items)
ROCKETFUEL—All balloons are blue (turbo)
BODYARMOR—All balloons are yellow (shields)
OPPOSITESATTRACT—All balloons are rainbow (magnets)
FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)
ZAPTHEZIPPERS—Turn off zippers




## iD Summer Computer Camps

**Instead of spending your summer sitting around the house playing video games, how would you like to get a taste of what it's like to create your own video game? iD Tech Computer Camps offers more than a half-dozen different weeklong programs for boys and girls from age 8 to 17, but the one that *Tips & Tricks* readers should find most interesting is this summer's "Multimedia & Game Creation" course. In it, students can blend elements of text, character drawings, graphics, sound, animation and even video to create simple games that other students can play to "beta test" each other's work. iD also offers a "Programming and Robotics" course (ages 11 to 17).**



DOUBLEVISION—Select same player (both players can choose the same character)*
OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)
JOINTVENTURE—Enable two-player "Adventure" mode*
TIMETOLOSE—Ultimate AI (smarter computer opponents)

## EXCITEBIKE 64

*Cheat Codes*
From the main menu, hold L + C▼ + C● and press **START**. If you input the code correctly the "Enter A Cheat Code" screen will appear. Next, you can enter any of the codes below:
Invincibility—MOWER
Transparent riders—XLURIDER
Debug mode—IMGOINGNOW
Odd color mode—ROTCOLS
All stunts unlocked—TRICKSTER
Big head mode—BLAHBLAH
Invisible riders—INVISRIDER
Mirror mode—YADAYADA
Night mode—MIDNIGHT
Stunt bonuses—SHOWOFF
Pinhead mode—PINHEAD
Play Hill Climb backwards—WHEEEEEEEE
"Beat This!" enabled—PATWELLS
See team photo during "Credits" sequence—UGLYMUGS

## F-ZERO X

*Cheat Code*
At the "Select Mode" screen, press **L, Z, R, C◄, C▼, C►, C▲, START**, you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.
*Shrink Vehicles*
At the "Select Machine" screen, press L + R + C◄ + C▼, all of the available vehicles will shrink.

## GOLDENEYE 007

Note: Enter all *GoldenEye 007* codes with the D-pad, not the analog joystick.
*In-Game Codes*
Enter the following codes at any time during gameplay. A message will appear in the lower left corner of the screen after entering a correct code.
• Invincibility
1) Hold **L** and press **Down**
2) Hold R and press C►
3) Hold R and press C▲
4) Hold **L** and press **Right**
5) Hold **L** and press C►
6) Hold R and press C▲
7) Hold **L** and press **Right**
8) Hold R and press **Down**
9) Hold L and press **Left**
10) Hold **L** + **R** and press C►
• All Guns
1) Hold **L** + R and press **Down**
2) Hold **L** and press C▼
3) Hold **L** and press C►
4) Hold **L** + R and press C▲
5) Hold **L** and press **Down**
6) Hold **L** and press C▼
7) Hold **R** and press C▲
8) Hold **L** + R and press C►
9) Hold R and press **Up**
10) Hold **L** and press C▲
• Maximum Ammo
1) Hold L + R and press C►
2) Hold R and press **Up**
3) Hold R and press **Down**
4) Hold R and press **Down**
5) Hold **L** + R and press C►
6) Hold **L** + R and press **Left**
7) Hold R and press **Down**
8) Hold R and press **Up**
9) Hold **L** + R and press C►
10) Hold R and press **Left**

## HEXEN

*Cheat Menu*
During the game, press **START** to pause. When the "Paused" menu appears, quickly press C◄, C▼, C▲, C►. A new option called "Cheat" will appear. Highlight this option and press A to bring up a "Cheats" menu, now you can activate the following cheat options by entering the following codes *quickly* at the "Cheats" menu:
God Mode (invincibility)—C◄, C►, C▼
Clipping (walk through walls)—Press C▲ 20 times, then C▼
Visit (stage select)—C◄, C▲, C►, C►, C▼, C▲
Butcher (kill all enemies in the area)—C►, C▲, C►, C▲
Health (refill health)—C◄, C►, C▼, C►
Collect All Keys—C▼, C►, C▲, C►
Collect All Artifacts—C▲, C►, C►, C▲
Collect All Weapons—C►, C▲, C▼, C▼
Collect Puzzle Items—C▲, C►, C▲, C▲, C►, C▼, C▼

## INDIANA JONES AND THE INFERNAL MACHINE

*Secret Passcodes*
Choose "Options" from the main menu, then select "Passcodes." Enter any of the following codes at the screen that follows. You'll hear a camera shutter sound effect after entering a correct code.
FORGEOFF—Unlock all levels
REALHARD—Harder difficulty
CHEESE11—View development team photo
ABSPANN—Watch ending credits
MUCKE—Unlock "Concert Hall" within the "Museum" item in the Options menu
ANCIENT—Unlock "Ancient Art" within the "Museum" item in the Options menu

## INTERNATIONAL SUPERSTAR SOCCER 64

*Big Head Mode*
Wait for the words "Press Start" to begin flashing on the title screen, then press C▲, C▲, C▼, C▼, C◄, C►, C◄, C►, B, A, then hold the Z button and press **START**, you'll hear the announcer shout. Now all of the players on both teams will have huge heads.
*Secret Teams*
(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press **Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B A**, then hold the Z button and press **START**, you'll hear the announcer shout to confirm the code. Now access the team-select screen, you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

## INTERNATIONAL SUPERSTAR SOCCER '98

*Big Head Mode*
Wait for the words "Press Start" to begin flashing on the title screen, then press C▼, C►, C▲, C▲, C►, C►, C►, B, A, then hold the Z button and press **START**, you'll hear the crowd laugh to confirm the code. Now start the game and all of the players on both teams will have huge heads.
*Secret Teams*
(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press **Up**, C▲, **Up**, C▲, **Down**, C▼, **Down**, C▼, **Left**, C◄, **Right**, C►, **Left**, C►, **Right**, C►, B, A, then hold the Z button and press START, you'll hear the announcer say, "World class!" to confirm the code. Now access the team-select screen, you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

## LEGO RACERS

*Cheat Codes*
From the main menu, select "Build." Then, from the "Build Driver" screen, select "New Racer." Enter the following codes as your name at the "Make License" screen. Remember, after entering the very last letter, press **Down** on the D pad instead of pressing a button. After entering a code, go straight to the "Build Car" screen and create any kind of car. As long as the driver with that name is still in your line-up of available racers, the code will be active.
Only red power-ups available—PGLLRD
Only yellow power-ups available—PGLLYLL
Only green power-ups available—PGLLGRN
Only grappling hook power-ups available—RPCRNLY
Highest power-up level always active—MXPMX
Faster game—FSTFRWRD
Car doesn't slow down on rough terrain—NSLWJ
Flying turbo boost always active—FLYSKYHIGH
Remove wheels from car—NWHLS
Remove chassis from car—NCHSSS
Remove driver from car—NDRVR
Open mirror version of Rocket City Run—LNFRRRM
Disable all cheats—NMRCHTS

## MADDEN NFL 2000

*Secret Codes*
Choose "Secret Codes" from the System Options menu, then enter any of the following codes to unlock secret features:
DRBENWAY—Weird scoring rules
PIGSKINSFLY—100 yard passes
FIRSTIS20—20 yards to first down
BETHEBALL—Ball Camera
CHAINSMOKER—Players Fatigue Quickly
MOONBALL—Super Jump
EMC2—Curved space-time
GUILLOTINE—Floating heads
PAINFUL—More injuries
QBINTHECLUB—The QB is in the club
PICKEDOFF—Frequent interceptions
ROLLERJAM—Frequent fumbles
REFISBLIND—Blind referee
MICEANDMEN—David vs. Goliath
MOJO—All 60s team
SIDEBURNS—All 70s team
REAGANOMICS—All 80s team
TEAMMADDEN—All Madden team
WEARETHEGAME—EA Sports team
SHARKATTACK—Tiburon team
TETANUS—Fantasy Team: Junkyard Dogs
SCARYCLOWN—Fantasy Team: Clowns
INTHEFUTURE—Fantasy Team: Industrials
COWBOYS—Fantasy Team: Marshalls
XMASGIFT—Xmas Rush stadium
3RING—Tib Bros stadium
WILDWEST—Dodge City Old West stadium
MADDENSTEIN—Maddenstein Stadium
WEPUTITTHERE—Tiburon Stadium
ITSINTHEGAME—EA Sports stadium

## MARIO GOLF

*Code Entry Screen*
At the main menu, hold L + R (or Z + R) and select the "Clubhouse" option. You'll access a secret "Code Entry" screen. Now you can enter any of the following codes to start at different levels:
0EQS61G2—1st Camp, Hyrule Cup
SVW6896—2nd Camp, Hyrule Cup
KPXWN9N3—This code unlocks a special tournament mode. The password that you earn when you finish the tournament is not a continue passcode, it's used for verification purposes in a contest sponsored by *Nintendo Power* magazine.

## MARIO TENNIS

*Secret Ring Tournaments*
From the main menu, select "Special Games," then select "Ring Tournament." Enter any of the codes below to participate in a secret cup:
Blockbuster Cup—ARM6JQARU
Bowser Cup—N24KBQN2P
Donkey Kong Cup—MM5SMQMMJ
Luigi Cup—M1C2YQM1W
Peach Cup—OF9XFQOFR
Mario Cup—A3W5KQA3C
MarioTennis.com Cup—4BHWOR4B2
Nintendo Power Cup—J6M9PQJ6U
Waluigi Cup—LA9BJRLAR
Wario Cup—UOUFMPUOM
IGN64 Tennis Cup—V2UFMPUZM

## MORTAL KOMBAT 4

*Cheat Menu*
Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (C● + C▼ in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy, the remaining options allow you to perform fatalities with just one button.
*Secret Characters*
To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:
• Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block simultaneously.
• Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously.

## MORTAL KOMBAT MYTHOLOGIES: SUB ZERO

*Cheat Passwords*
Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:
• Enter "TDFCLT" for invincibility (you can still be killed by ceiling traps or long falls)
• Enter "GTTBHR" for infinite lives
• Enter "NXCVSZ" to start with 10 Urns of Vitality in your inventory
• Enter "CRVDTS" to see the credits from the end of the game
*Fatality*
When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch, Sub Zero will punch his opponent's head off.
*Stage Passwords*
Wind Stage—THWMSB
Earth Stage—CNSZDG
Prison Stage—RGTKCS
Water Stage—ZVRKDM
Fire Stage—JYPPHD
Bridge of Immortality—QFTLWN
Qhan Chi's Fortress—ZCHRRY
Note: With the "ZCHRRY" password in place, you can warp to Quan Chi or Shinnok by using the following trick. Allow yourself to be killed by the first enemy in the Fortress, then—as Sub-Zero falls to the ground—hold A to warp to the battle with Quan Chi or B to fight Shinnok.

## MORTAL KOMBAT TRILOGY

*Play as Khameleon*
When the "story" screens appear during the game's demo mode, quickly press C►, C▲, A, B, C▼, C◄, C►, you'll hear Shao Kahn say, "Khameleon." Now Khameleon is available at the character-select screen.




that gets more into the nuts and bolts of writing code, or you can continue into "Advanced Placement Programming" (ages 14-17). The courses are offered at universities in dozens of locations across the country, including UCLA, the Universities of San Diego, Washington, Denver and many more. For more information, contact iD Tech Camps at (888) 709-TECH, or on the Internet at www.internaldrive.com.



*Play as Motaro*
Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.
*Play as Shao Kahn*
Choose any character, hold High Punch + Low Punch and point the D-pad or joystick **Down** before the battle begins. When the fighters appear, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3.
*Hidden Game #1*
After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Pong*.
*Hidden Game #2*
After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Galaxian*.
*Hidden Game #3*
When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the **Z** button. If you do this, the winner of that match will get to play a hidden game that's similar to *Space Invaders*. This game also appears if you play 150 consecutive games in two-player mode.
*Stage Select*
At the character-select screen, highlight Sonya, hold **Up** and press **START**, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.
*Super Hard Mode*
At the character-select screen, highlight Kano, hold **Down** and press **START**, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro—followed by a whopping eight endurance matches.
*Secret "More Kombat" Menu*
When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's C▼, **B**, **A** in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a blue question mark, this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon.
*Secret "Kombat Cheats" Menu*
When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch, Low Punch (that's C◀, C▶, C▼, **A**, **B**, **B**, **B**, **A**, **A** in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a red question mark, this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move) and more.

## NASCAR 99

*Secret Drivers*
Choose Single Race from the main menu, then enter any of the following codes at the Single Race menu.
• To race as Bobby Allison, select the Charlotte track, highlight "Select Car" and quickly press C◀, C◀, C▼, C▶, **L**, **R**, **L**, **R**, **Z**, **Z**
• To race as Davey Allison, select the Talladega track, highlight "Select Car" and quickly press C◀, C◀, C▼, C▼, **L**, **R**, **L**, **R**, **L**, **R**
• To race as Alan Kulwicki, select the Bristol track, highlight "Select Car" and quickly press **Z** eight times, then **R** twice
• To race as Benny Parsons, select the Richmond track, highlight "Select Car" and quickly press C◀, C▶, C▼, C▶, **Z**, **Z**, **Z**, **L**, **Z**, **Z**
• To race as Richard Petty, select the Martinsville track, highlight "Select Car" and quickly press C◀, C◀, C▶, C▶, C▼, C▶, C▼, C▶, **L**, **R**
Once you have unlocked a driver this way, that driver will also be available in Championship mode.

## THE NEW TETRIS

*Turbo CPU Opponent*
Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "A I 2 E Z 4 U ?". Note that this will not remain as your name if you enter the code correctly. Now start a new game with any level opponent and the computer will play at a super-fast speed.
*Fast Mode*
Chose "One Player" from the main menu, then eccess the "New Name" option to entes your name as "2 F A S T 4 U". Note that this will not remain as your name if you enter the code correctly. Now start a game in one player mode, after a few minutes, you won't be able to keep up with the speed of the falling blocks.

## NFL BLITZ SPECIAL EDITION

*Secret Codes*
At the "Vs " screen just before the game starts—while the announcer is saying "Today's contest," etc —enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "Infinite Turbo" code (5-1-4-Up) in the default control configuration, press Turbo five times, Jump once, Pass four times, then press **Up**. A message will appear to confirm each code.
5-1-4-Up—Infinite Turbo
3-1-2-Up—Powerup Offense
3-1-2-Left—Powerup Blocking
4-2-1-Up—Powerup Defense
1-2-3 Left—Super Field Goals
2-5-0-Left—Fast Passes
0-3-2 Left—Fast Turbo Running
2-3-3 Up—Power Up Teammates
4-3-3-Up—Invisible
0-1-0-Up—Late Hits
0-0-1-Right—Punt Hang Meter
0-0-1 Down—Show FG %
1-5-1-Up—No Punting
3-4-4-Up—No Interceptions
3-3-3-Up—QB/Receiver Cancel Always
3-2-1 Down—Target Receiver No Highlighting Dn
3-1-4-Down—Smart CPU Dpponents (In 1-Player Game)
2-2-2-Left—Always QB (In 2P/4P Game)
2-2-2 Right—Always Receiver (In 2P/4P Game)
2-1-1-Left—Allow Stepping DB
5-2-1-Right—Show More Field
2-1-0-Up—No First Downs
1-0-0-Up—Use Team Plays
1-0-2-Right—Hide Receiver Name
0-5-0-Right—Big Football
2-0-0-Right—Big Head
0-4-0-Up—Huge Head
3-2-1-Left—No Head
1-2-3-Right—Headless Team
3-1-0-Right—Team Tiny Players
2-0-3-Right—Team Big Heads
1-1-1-Down—Tournament Mode (in a 2-Team Game)
5-5-5-Up—Hyper Blitz (Player 2 Must Agree)
0-1-2-Down—No CPU Assistance (Teams Must Agree)
0-2-1-Right—Show More Field (Teams Must Agree)
1-1-5-Left—No Play Selection (Teams Must Agree)
4-0-4-Left—Powerup Speed (Teams Must Agree)
4-2-3-Down—No Random Fumbles (Teams Must Agree)
5-5-5 Up—Hyper Blitz (Teams Must Agree)
0-3-0-Down—Fog On
5-2-5 Down—Weather: Snow
2-1-2-Left—Weather: Clear
3-0-0-Up—Grass Field
3-0-1-Up—Asphalt Field
3-0-2-Up—Dirt Field
3-0-3-Up—Astroturf Field
3-0-4-Up—Snow Field
5-0-1 Up—Old Day Stadium
5-0-2 Left—Baseball Stadium
5-0-2-Up—Old Night Stadium
5-0-3 Up—Old Snow Stadium
5-0-4-Up—Round Stadium
5-0-4-Left—Dome Stadium
5-0-5-Left—Olympic Stadium
5-0-0-Left—Turn Off Stadium

## PAPERBOY

*Secret Codes*
Enter the following codes at the "Secret Codes" screen.
Hitting turbo gives Super-Jump—A L L J U M P
Hitting turbo gives Turbo—G O F A S T
Throw papers backward—B A C K W A R D
Throw papers straight ahead—F R O N T S
Throw papers at random angles—R A N D O M
Throw papers at 90° angles—S I D E S
Jumbled sounds—J U M B L E
View all newspaper headlines when you start training mode—H E A D L I N E
Unlimited health—I N V I N C
Unlimited papers—N O B U N D L E
Tiny paperboy—L I T T L E
Near-sighted paperboy—M A G O O
Unlock all levels—O B V I O U S
Speed up the game—R U S H
Slow down the game—W A K I N G
Moon gravity (jump higher)—M O O N
All non-animated objects scream—S C R E A M
Silly collision sounds—T H U N K
Huge newspepers—S U N D A Y
Time clock is ignored—U N T I M E D

## POKEMON PUZZLE LEAGUE

*Unlock all Puzzles in Puzzle University*
At the title screen, hold **Z** and press **A**, **B**, **R**, **A**, **A**, **B**, **R**, **A**. You'll hear a special sound effect after entering the code correctly.
*Start from Lv. 50-99 in Marathon mode*
At the title screen, hold **Z** and press **B**, **A**, **L**, **L**. You'll hear a special sound effect after entering the code correctly.
*Unlock V-Hard Game Level*
At the "Game Settings" screen where you select your Game Level, hold **Z** and press **L**, **L**, **A**, **B**. "V-Hard" will appear on the screen after entering the code correctly.
*Unlock S-Hard Game Level*
At the "Game Settings" screen where you select your Game Level, hold **Z** and press **R**, **L**, **A**, **B**. "S Hard" will appear on the screen after entering the code correctly.
*Play in Mewtwo's Stage*
When you start a two-player game, at the "Trainer Select" screen, hold **Z** and press **B**, **Up**, **L**, **B**, **A**, **START**, **A**, **Up**, **R**. The game will imediately begin after entering the code correctly. Ash will be Player 1 and Mewtwo will be Player 2.
*Unlock all Trainers*
When you start a two player game, at the "Trainer Select" screen, hold **Z** + **L** + **R** on Controller 1 and Controller 2 at the same time. All the trainers will appear after entering the code correctly.

## RAZOR FREESTYLE SCOOTER

*Unlock Everything*
At any time during gameplay, press **START** to pause the game, then press **Right**, **Down**, **Right**, **Left**, **Right**, **Up**, **Right**, **Right**. A special message will appear at the top of the screen after entering the code correctly. You may have to quit the current game to observe all of the unlocked items.

## READY 2 RUMBLE BOXING

*Access Special Classes + Unlock All Boxers*
Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you.
B R O N Z E—Bronze Class (In Arcade Mode, Kemo Claw is also unlocked)
S I L V E R—Silver Class (In Arcade Mode, Kemo Claw and Bruce Blade are also unlocked)
G O L D—Gold Class (In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked)
C H A M P—Champ Class (In Arcade Mode, all boxers are also unlocked)
*Change Costume Colors*
At the boxer selection screen, press C◀ + C▶ simultaneously to change the currently selected boxer's colors.
*Change Cornerman's Voice*
The cornerman's voice is usually randomly picked, but you can choose it at the boxer selection screen by holding C▶ and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.
C▶ + **Up**—Irish accent
C▶ + **Left**—New York accent
C▶ + **Right**—African-American accent
C▶ + **Down**—Hispanic accent

## RESIDENT EVIL 2

*Cheat Codes*
From the main menu, select "Load Game," then input any of the codes below. You'll automatically return to the main menu after entering a correct code.
Invincibility—**Down**, **Down**, **Down**, **Down**, **Left**, **Left**, **Left**, **Left**, **L**, **R**, **R**, **L**, C◀, C▶
Infinite Ammo—**Up**, **Up**, **Up**, **Up**, **Right**, **Right**, **Right**, **Right**, **L**, **R**, **L**, **R**, C▶, C▶
Play as Hunk—**Up**, **Down**, **Left**, **Right**, **Left**, **Left**, **Right**, **Right**, **L**, **R**, C◀, C▶, C▼, C▶
Play as Tofu—**Up**, **Down**, **Left**, **Right**, **Left**, **Left**, **Right**, **Right**, **L**, **R**, C▶, C◀, C▼, C▶

## SAN FRANCISCO RUSH

*Circuit Password + Secret Car*
Choose "Circuit" from the Start Game menu, select "Just Play", then access the "Enter Code" option at the Circuit menu and enter the following passcode:
B D P S K G S L 4 G S 9 P
G 9 2 W V C Q Y 0 D R D Q
Now choose "Continue Circuit" at the next screen to race on "Track 5 Backward & Mirrored," when the race starts, intentionally allow the timer to run out. You will be credited with a circuit victory. Now exit the Circuit mode and start a game in any mode. When the track select screen appears, press the **Z** button four times; you should hear a signal to confirm the code. When you advance to the car-select screen, you will find a new vehicle, the "Team *Rush*" Formula 1 racer.
*Secret Alcatraz Track*
First, enter the Circuit Password and earn the circuit trophy as explained above. With that code in place, enter "One Race" mode and follow these instructions:
1) At the Select Car screen, hold C▶, press **Z**, release both, tap **Left** on the D-pad, then press **B** three times to return to the main menu.
2) Choose "Setup," at the setup screen, hold C▶, press **Z**, release both, tap **Up** on the D-pad, then press **B** to return to the main menu.
3) Choose "One Race" again, at the Select Track screen, hold C▼, press **Z**, release both, tap **Right** on the D-pad, then press **A** to advance to the Select Car screen.
4) At the Select Car screen, hold C▼, press **Z**, release both, tap **Down** on the D-pad, then the **L** button, then the **R** button, you'll hear a signal to confirm the code. Now press **B** to return to the Select Track screen, where you'll find that Track 7 is now available.
*"Setup" Screen Cheats*
Each of the following codes works at the Setup menu (the one that says "Options/Controls/Audio").
• To disable the in-game timer, hold **Z** and enter the following code: Hold C▼, press C◀, release both, hold C◀, press C▼
• To disable the automatic abort feature, press the C◀ button four times; now your car won't be picked up and returned to the main course if you get stuck against a wall.
• To disable vehicle collisions (you can drive right through the other cars) press **Left**, then hold **Right** on the D-pad and press C▶, then release both and press C◀, C◀, C▼, **Z**.
• To change the game's detailed polygon textures into flat shades of color, hold C▼, press **L**, release both, press **Z**, hold C▼, press **L**, release both, press **Z**.
• When your car crashes, you will return to the closest possible spot near the crash if you hold the **Z** button at the Setup menu and enter the following code: Hold C▼, press C▶, release both, hold C▼, press C◀.
• To turn all of the traffic cones in the game into mines, press **L**, **R**, **L**, **R**, **L**, **R**
• To turn the courses upside-down, press **Up**, **Right**, **Down**, **Left**, **Down**, **Right**, **Up**, **Left**
• To change the game's gravity, hold **Z**, press **Up**, **Down**, then release **Z** and press **Up**, **Down**, **Up**, **Down**. Repeat the code up to three times for three different gravity settings.

## SCOOBY DOO! CLASSIC CREEP CAPERS

*Cheat Codes*
At any time during the game while you are in control of Shaggy (but not at the inventory screen or pause menu) enter either of the following codes using the C buttons and the D-pad.
Infinite Courage Meter—Hold **L** and press C◀, C◀, C▼, C◀, C▼, **Up**, **Right**, **Down**, **Left**, **Up**, **Left**, **Down**, **Right**, **Up**, **Down**
Skip to the Next Episode—Hold **L** and press C◀, C▼, C◀, C▼, **Up**, **Down**, **Up**, **Down**, **Right**, **Left**, **Right**, **Left**.

## SPIDER-MAN

*Cheat Codes*
From the main menu, select "Special," then select "Cheat" from the following menu. At this screen you may enter any of the following cheat codes. A special text message will appear each time you enter one correctly. Note the spaces in some of the codes.
TRUBLEVR—Unlock everything
LVLSKIPPER—Level select
TURTLE—Invulnerable
STICKYSTUF—Infinite webbing
CLTTHMALL—Unlock everything in the Comic Collection
WHDSNTGM—Unlock everything in the Character Viewer
CDV VEIW—Unlock all game comic covers

SMESTORY—Unlock everything in the Slide Show
SYMBSPID—Symbiote Spidey costume
SPTWOKNN—Spidey 2099 costume
POWCOSMIC—Captain Universe costume
LIMITEO ED—Spidey Unlimited costume
SPIOINRED—Scarlet Spider soctume
MISTERMJ—Peter Parker costume
OA CLONE—Ben Reilly costume
GTATNKFST—Quick Change costume

## STAR WARS: EPISODE I—BATTLE FOR NABOO

*Passcodes*
Each of the following codes can be entered at the Passcode menu that's accessible from the Options screen
L E C & F I V E—Unlock all levels
D R O I D E K A—Advanced shields
P A T H E T I C—Unlimited lives
O V E R L O A D—All power ups
N A S T Y M D E—More difficult game
E W E R O E A D—Expert mode (one hit destroys your vehicle)
O R J E K Y L L—Terrain near the horizon waves up and down
R U A G I R L ?—Turns your vehicle pink
K O O L S T U F—Unlocks an "Art Gallery" option at the Showroom menu
W A K E U P—Unlock a "Concert Hall" option at the Showroom menu
M E M E M E !—View credits
L O V E H U T T—Shows a photo of the game's developers
T A L K T O M E—Enables an "audio commentary" soundtrack, you'll hear the developers talking about the game while you play

## STAR WARS: EPISODE I RACER

*Cheat Menu*
Choose "Tournament" from the main menu. When the "Select Player" screen appears, choose any "empty" slot. When the "Please Enter Your Initials" screen appears, enter the passcode "R R T A N G E N T A B A C U S" by holding the **Z** button and pressing **L** to select each letter. Note that this procedure is not the same as choosing letters with the **A** button; if you hold **Z** and select letters with **L**, your code will appear in much smaller letters in the lower left corner of the screen. Also, you must complete the code by continuing to hold Z as you highlight "END" and press **L**. the letters "OK" will appear in the corner of the screen if you've entered a code properly. With this code in place, release **Z** and enter your initials. Next, start a race and press **START** to pause. At the pause menu, press **Left, Down, Right, Up** on the **D**-pad, a new option called "Game Cheats" will appear. At the "Game Cheats" menu, use the joystick and D-pad to highlight the options and change their parameters. You can make yourself invincible or "mirror" the track at this screen or even adjust the parameters that the game uses to determine when a collision will destroy your vehicle. Highlight "Edit Vehicle Stats" and press **A** to access another menu that allows you to tweak the performance of every vehicle in the current race. Also, if you set the "Oebug Level" option to anything but 0, you can also use the following commands at any time during a race:
• Hold **Up** on the **D** pad to fast-forward
• Hold **Down** on the O-pad to reverse at high speed
• Press **Right** on the O-pad to self-destruct
• Hold **Left** on the O-pad to make your vehicle invisible
• Hold **Z** + **Left** on the **D**-pad to see an x-ray view of the current screen (this also works at the menu screens after and between races)
*Special Control Scheme*
Using the procedure described above, enter the passcode "RROUAL" at the "Please Enter Your Initials" screen and remember to choose "ENO" with the **Z** and **L** buttons to get the "OK" signal. This code changes the game to allow you to use the analog joysticks on two controllers to drive your pod racer. Pressing **Up** on the joystick propels you forward, press **Down** to steer. The controller ports are assigned as follows:
Player **1**, left pod: Controller 1
Player **1**, right pod: Controller 3
Player 2, left pod: Controller 2
Player 2, right pod: Controller 4
Note that the controls may not work properly if you plug the extra controller(s) in after the game has already been turned on. Make sure you have all of the controllers connected to the N64 before you turn the machine on.

## STAR WARS: ROGUE SQUADRON

*Secret Passcodes*
Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features.
A C E—Higher difficulty
C H I C K E N—Access bonus level
C R E D I T S—See the game's credits
D E A O D A C K—Unlocks all stages at the Select Level screen
D I R E C T O R—Enables "Showroom" menu at the Options screen
F A R M B O Y—Unlock Millennium Falcon at the "Select Your Craft" screen
I G I V E U P—Infinite lives
K O E L S C H—Changes the V-Wing into an automobile
M A E S T R O—Enables the "Concert Hall" option at the "Showroom" menu
R A D A R—Alternate radar
T O U G H G U Y—Finish levels with 0 00 completion time, all friendly saves and bonuses collected
T I E D U P—With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press **Up** to access the TIE Interceptor
*Unlock Naboo Starfighter*
Choose "Passcodes" from the Options menu. Enter the code "H A L I F A X ?" and select "Enter Code," then enter the code "I Y N G W I E I" and select "Enter Code" again. You won't get any confirmation that the codes have been accepted, but the next time you're at the "Select Your Craft" screen you'll see that the Naboo Fighter from *Star Wars Episode I The Phantom Menace* has been permanently added to the list of available ships.

## SUPERCROSS 2000

*Secret Codes*
At the Select Event screen, Press **C▲**. A prompt will appear that will allow you to enter any of the codes below:
N O C R 4 S H—The bikes never crash
B 1 G B 1 K 3 S—The bikes are big
G 1 4 N T S—Giants on mini-bikes
M 3 R C V R Y—Mercury gravity
V 3 N V S—Venus gravity
M O O N—Moon gravity
M 4 R S—Mars gravity
J V P 1 T E R—Jupiter gravity
S 4 T V R N—Saturn gravity
V R 4 N V S—Uranus gravity
N 3 P T V N 3—Neptune gravity
P L V T O—Pluto gravity
H O P—Add hop button
M O R 3 C 4 M S—Extra camera modes
N O R 1 O 3 R S—No riders on bikes
H 3 4 D L 3 S S—Headless riders
B L O C K M 3—Opponents get in your way
N O O F F T R 4 C K—No more off track
S K 1 P P 1 N G O K—No more getting reset
B 1 G S P R 4 Y—Bigger dirt spray

## TETRISPHERE

*Secret Scene*
Choose "Single" from the main menu, then choose the "New Name" option and enter the name "VORTEX". Choose "OK" to confirm the name, then press and continue to hold the **RESET** button on the Nintendo 64. After about five seconds, you'll see an animated sequence with characters from the game being pulled into a vortex; the scene will repeat itself as long as you hold the **RESET** button down.
*Secret Game Mode*
Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.
*Stage Select*
Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold **C▼** + **C▼** and press the **L** button, you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "name": Saturn, Flying Saucer, Rocketship, Heart, Skull. Now choose "Start" and enter the "Rescue," "Hide + Seek" or Puzzle" game modes; now you can choose any stage to start on.
*Bonus Music*
Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold **C▶** + **C▼** and press the **L** button as above to change the numbers on the menu to different characters. Enter the name "GaMEBOY" but use the alien head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.
*See the Credits*
Choose "Single" from the main menu, then choose the "New Name" option and enter the name "CREDITS". You'll be taken immediately to the game's credits sequence.

## TONY HAWK'S PRO SKATER

*Cheat Codes*
At any time during gameplay, press **START** to pause the game, then hold down **L** and enter any of the codes below. You'll see the text on the screen shake to confirm. You may have to restart a game or back out to the main menu to see some codes' effects.
Slow motion—**Down, Down, C▲, C▶, Left**
Fast motion—**Right, Up, Down, Down, Up, Down**
High speed—**C▲, Left, C▼, C▼, Up, Down, Right**
Add "Skip to Restart" menu item—**C▲, C▶, C▼, Up, Down**
10 point stats—**C▲, C▶, Left, Up, C▼**
13 point stats—**C▲, C▶, Left, Up, Down**
Score x10—**Down, Right, Up, Right, Up, Left, C▲**
Obtain all tapes—**C▶, Left, Up, C▲, C▲, Right, Down, Up**
Perfect balance—**C▲, C▶, Left, C▶, Right, Up, Down**
Girl's picture—**C▶, C▼, C▶, C▲, C▼, C▶**

## TONY HAWK'S PRO SKATER 2

*Secret Codes*
At any time during gameplay, press **START** to pause, then enter any of the codes below. You'll see the pause menu shake left to right briefly after entering a correct code.
Infinite Special—**Hold L** and press **C▲, C▼, C▲, Right, C▶, Right**
Perfect balance—Hold L and press **C▼, Right, Down, C▲, C▼, C▲, C▶, C▲**
Low gravity—Hold L and press **C▶, C▲, Up, C▼, Down, Right**
Super low gravity—Hold L and press **C▼, C▲, C▶, C▲, Up, C▼, Down, Right, C▼, C▼**
10x points—Hold L and press **C▼, C▼, C▼, C▼, C▲, C▶, Right**
Unlock "Skip to Restart" option at the "Paused" menu—Hold L and press **C▲, C▼, C▶, Down, C▲, C▲**
Slow motion tricks—**Hold L** and press **C▲, Down, Left, C▲, C▼, C▲, C▶**
Simulation mode (more realistic physics)—**Hold L** and press **Left, C▶, Right, Down, C▼, Up, Up**
Improved stats—Hold **L** and press **Down, Up, C▲, C▲, Down, Up, C▲**

## TOP GEAR OVERDRIVE

*Cheat Codes*
Each of the following codes can be activated by highlighting different options at the main menu screen and pressing the **Z** button at each one. Each time you enter a code correctly, you'll hear a sound and a smiley face will appear at the bottom of the screen.
• Unlock first bonus car—Highlight "Credits," then "Versus," then "Setup," then "Championship," then "Versus," then "Versus" again, pressing the Z button at each stop.
• Unlock second bonus car—"Championship," "Credits," "Versus," "Setup," "Versus," "Championship," "Setup," then "Credits"
• Unlock third bonus car—"Versus," "Versus," "Championship," "Credits," "Championship," "Versus," "Championship," "Credits," "Setup," "Versus," then "Setup"
• Unlock all cars—"Credits," "Credits," "Versus," "Credits," "Setup," "Championship," "Championship," "Championship," "Versus"

## VIGILANTE 8

*Cheat Codes*
Choose "Passcode" from the Options menu and enter any of the following codes to get different effects:
A_MOON_GETAWAY—Reduce gravity
LIVING_FOREVER—Invincibility
MIX_MATCH_CARS—Allows multiple players to choose same vehicle, and to choose vehicle belonging to enemy gang in two-player Quest mode
MISSILE_ATTACK—Enhanced missile
I_AM_TOUGH_GUY—Hardest difficulty level
GO_REALLY_SLOW—Slow motion mode
FIRE_NO_LIMITS—No weapon delay when firing
LEVEL_SHORTCUT—Unlocks Sand Factory and Secret Base levels
GANGS_UNLOCKED—Unlocks all vehicles except flying saucer
GIMME_DA_ALIEN—Unlocks flying saucer
JTBT7CFD1LRMGW—Unlocks everything
POPULATION_OUT—After entering this code, select Arcade mode. Select a location, then choose your player. At the "Choose Enemies" screen change the number for each enemy to "-", this will eliminate all of the enemies. Press A to accept and start the game
LONG_SLIDESHOW—After entering this code, select "Game Status" from the Options menu and highlight any of the unlocked characters. Press A to activate an uninterrupted slide show for all of the characters. Once you activate the slide show, you cannot back out of it unless you switch off the N64.

## VIGILANTE 8: 2ND OFFENSE

*Secret Codes*
Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press A twice. Next, press the L and R buttons at the same time. You'll then be able to enter a code at the bottom of the screen.
Unlock all characters—LLA_KCOLNU
Invincibility—ELBICNIVNI
Max. stats—LLA_DORTOH
Faster firing rate—RAPID_FIRE
Slower gameplay—GO_SLOW_MO
Higher suspensions—JACK_IT_UP
Faster cars—MORE_SPEED
Heavier cars—GO_RAMMING
Quick start in Arcade Mode—QUICK_PLAY
Play alone in Arcade Mode—HOME_ALONE
Hover higher—HI_CEILING
No gravity—NO_GRAVITY
No wheel attachment icons—DRIVE_ONLY
Super missiles—BLAST_FIRE
Attract enemies—UNOER_FIRE
Select same cars in multi-player—MIXEO_CARS

## WAR GODS

*Play as Grox*
At the character select screen, quickly press **Down, Right, Left, Left, Up, Down, Right, Up, Left, Left.** You'll hear the announcer say, "All too easy!" to confirm. Now press any button to choose the highlighted character; Grox will not appear until the fight begins.
*Play as Exor*
At the character-select screen, quickly press **Left, Down, Down, Right, Left,** Up, **Left, Up, Right, Down.** You'll hear the announcer say, "All too easy!" to confirm. Now press any button to choose the highlighted character; Exor will not appear until the fight begins.
*Infinite Continues*
At the first *War Gods* title screen—not the one with the "Start/Options" menu on it—quickly press **C▼, C▼, Right, A, B, C▲, C▼**. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu and highlight the "Continues" option, you'll find a new setting called "Free Play."
*Cheat Menu*
At the first *War Gods* title screen—not the one with the "Start/Options" menu on it—quickly press **Right, Right, Right, B, B, A, A**. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu, you'll find a new option called "Cheat Menu" which allows you to handicap either player, choose which stage you'd like to fight in, disable the game timer or activate an "Easy Fatality" option. With this option turned on—and the "Fatalities" option activated at the main menu—you can perform any character's fatality with ease by simply standing at the correct distance (as described above) and pressing all four Punch and Kick buttons when the "Prove Yourself!" message appears.

## WETRIX

*Change Floor Graphics*
Play the game in Practice mode and complete all 16 practice rounds. Once you've done this, the main menu screen will have a red background. Now access the Options menu, you'll find a new option called "Floor." Highlight this option and press A repeatedly to cycle through the different floor textures, when you play a new game, the image on the floor will be the one you chose.
*New Puzzle Pieces*
After completing all the practice rounds, achieve a rating of "OK" in Classic Mode, Pro Mode and all of the different game types in the Challenge and Handicap modes. (The game icons will flash green after each successful completion.) Once you've done this, the main menu screen will have a green background. Now select any mode of play except Practice. In the sub-menu for each game mode you will see a blue water bubble icon. Press A to change the bubble into a rubber duckie, this allows you to play with new oddly shaped pieces, including triangles, shorter walls and large blocks.
*Make Waves*
Once you have earned the green background as described above, hold **C▲** at the main menu to create a waterspout—or **C▼** to create a vortex—which you can move around the screen with the analog stick.

## ARMY MEN ADVANCE

*Passwords*

Q G Q N R T P C—All Levels Unlocked (Sarge)
N Q R D G T P B—All Levels Unlocked (Vikki)

## BOXING FEVER

*Passwords*

Vs. Boxor—H 7 6 4 9 D H 5
Vs Boxor II—2 G G 4 B H D 9
Vs Boxor III—8 G 3 D 9 7 B 7
Vs E. Byclop—B 3 G 5 8 3 1 8
Vs. Byclop—G S 1 F F B B 8

## DARK ARENA

*Cheat Passwords*

K N G H T S F R—All keys available
L M S P L L N G—All maps available
T H R B L D N S—All weapons available
N D C R S D R T—Infinite ammo
H L G N D S B R—Infinite health
N F T R W L L H—Level skip (press **START** to pause, press A to select the map, then press **SELECT** on the map screen to skip the current level)

## DEXTER'S LABORATORY DEESASTER STRIKES!

*Cheat Codes*

At any time during the game, press **START** to pause, then enter any of these codes at the pause menu:

Fast Dexter—**L, R, R, R, R, L, R, L, R, R, L, L, R, L, R, R**
Strong Dexter—**L, L, R, R, R, L, L, R, L, L, R, R, L, R, L, R**
Get double ammo—**L, R, R, R, L, L, R, R, L, L, L, R, L, L, R**
Less damage—**L, R, R, R, R, L, L, L, R, L, L, L, L, L, L, R**
Robots are weak—**L, L, R, R, L, R, R, L, L, L, L, R, R, L, L, L**
One more try—**L, L, R, R, L, R, L, L, L, R, L, L, R, R, L, L**
Low gravity—**L, L, R, R, R, R, R, R, L, L, R, R, L, L, L, R**
Dexter-roo—**L, L, R, R, L, L, R, L, R, R, R, R, L, L, L, R**
Slippery floor—**L, L, R, R, R, L, R, R, R, L, L, R, R, L, L, R**
Slow enemies—**L, R, R, R, L, R, L, R, L, L, R, L, L, L, L, L**
Fast enemies—**L, R, R, R, R, R, L, L, L, L, R, R, R, R, L, L**
Strong enemies—**L, L, R, R, R, R, L, R, R, R, L, L, L, L, L, L**
Controls are reversed—**L, R, R, R, R, R, R, L, R, L, L, R, R, L, L, L**

## DOOM

*Cheat Codes*

At any time during the game, press **START** to pause, then enter any of the following cheat codes at the pause menu. Note: If you enter the codes too fast, they won't work.

Hold **L + R**, press **B, A, A, A, A, A, A**—Computer area map
Hold **L + R**, press **B, B, A, A, A, A, A, A**—Radiation shielding suit
Hold **L + R**, press **A, A, B, A, A, A, A, A**—God Mode
Hold **L + R**, press **A, B, B, A, A, A, A, A**—All weapons + refill ammo
Hold **L + R**, press **B, A, B, A, A, A, A, A**—Berzerk
Hold **L + R**, press **B, B, B, A, A, A, A, A**—Temporary invulnerability
Hold **L + R**, press **A, B, A, A, B, B, B, A**—Skip to next level
Hold **L + R**, press **A, B, A, A, B, B, A, A**—Skip ahead 10 levels

## EARTHWORM JIM

*Stage Select*

At any time during the game, press **START** to pause, then enter any of these codes while the screen is dark to go directly to another stage:

- **Right, R, B, A, L, L, A, R**—Skip to the next stage in order
- **SELECT, R, B, Down, L, B**—Warp to "What the Heck?"
- **Up, L, Down, A, R, A**—Warp to "Down the Tubes"
- **R, Up, SELECT, L, R, Left**—Warp to "Snot a Problem"
- **R, L, A, B, B, A, L, R**—Warp to "Level 5"
- **Right, Left, R, L, A, R**—Warp to "For Pete's Sake"
- **L, A, Up, R, A, R, A, SELECT**—Warp to "Buttville"

## ECKS VS. SEVER

*Ecks Passwords*

E X T R E M E—Mission 2
E X C I T E—Mission 3
E X C A V A T E—Mission 4
E X C A L I B U R—Mission 5
E X T O R T—Mission 6
E X P I R E—Mission 7
E X A C T—Mission 8
E X H A L E—Mission 9
E X H U M E—Mission 10
E X O N E R A T E—Mission 11
E X P E L—Mission 12

*Sever Passwords*

S E V E R E—Mission 2
S U R V I V E—Mission 3
S A V A N T—Mission 4
S U F F E R—Mission 5
S U L P H E R—Mission 6
S E R V E—Mission 7
S E E T H E—Mission 8
S E V E R A L—Mission 9
S E V E R A N C E—Mission 10
S A V A G E—Mission 11
S A C R O S A N C T—Mission 12

## F-14 TOMCAT

*Passwords*

Mission 7—P X S B S Z N J
Mission 14—S F G F J H D H
Mission 20—L K F D S B P V

## F-ZERO: MAXIMUM VELOCITY

*Unlock the Jet Vermillion*

At the name entry screen, select "Entry," then enter your name as "T&T". Next, start any game under that name. When you reach the machine selection screen, press **L, R, START, R, L, SELECT**. A secret password screen will appear. Enter V - J 4 + 6 V 9 A - 3 0 as your password. Now you'll be able to select the Jet Vermillion.

## FIRE PRO WRESTLING

*Unlock All Wrestlers*

Choose "Edit" from the main menu, then access the "Edit Wrestler" option and select "Name Entry" at the Wrestler Edit Menu. Enter the following names exactly as shown:

- Change the nickname from "Fire Fighter" to "ALL"
- Change the first name from "FIRE PW" to "STYLE"
- Change the last name from "A" to "CLEAR"

Now press **START** to confirm. Notice that the wrestler's name has not changed on the Wrestler Edit Menu. Now all of the secret wrestlers have been unlocked.

## GT ADVANCE CHAMPIONSHIP RACING

*Secret Codes*

Enter any of the following codes at the title screen:

- Hold **L + R + Up** and press **B** to watch the ending credits
- Hold **L + R + Right** and press **B** to unlock Extra 1 mode (go kart racing)
- Hold **L + R + Left** and press **B** to unlock Extra 2 mode (formula car racing)
- Hold **L + R**, point the D-pad in the **Down/Right** position and press **B** to unlock all tuning parts
- Hold **L + R**, point the D-pad in the **Up/Left** position and press **B** to unlock all cars
- Hold **L + R**, point the D-pad in the **Up/Right** position and press **B** to unlock all courses

*Password*

S/PD W1/H LBQB >VbB—Unlock all Championship Mode classes

## IRIDION 3D

*Stage Select*

Enter the Password entry screen and enter the code ***SH0WT1M3***. Now you'll find two new items at the Options menu: "Start Level" allows you to start at any stage and "Start at Boss" lets you skip directly to the boss of the stage you chose.

*Quick Exit*

Enter the Password entry screen and enter the code ***S3L3CT0N*** (be sure to include the * symbols). Now you can exit to the title screen at any time by pressing the **SELECT** button during the game.

*Picture Gallery*

Enter the password ***G4LL3RY*** (be sure to include the * symbols). This allows you to view a "slide show" of *Iridion 3D* artwork.

## MEN IN BLACK: THE SERIES

*Cheat Passwords*

L V F R V R D D—Invincibility
N F N T M M D D—Infinite ammo
L L W P N S D D—Have all weapons

*Stage Passwords*

F G H T R M N S—Episode Two: Forest Landing Site
H S D S H S B S—Episode Three: Alien Technology Lab
M X N M S N N G—Episode Four: Rocket Silo
T H X B X S C K—Episode Five: MIB Safe House
N N T N D W N Y—Episode Six: Halloween in Manhattan

## MONSTERS, INC.

*Passwords*

Around the House—L R B 1 3 G
Don't Look Down—7 Q C Z B 9

## NFL BLITZ 20-02

*Secret Teams*

At the title screen—after the words "PRESS START" appear—press **A, B, SELECT, Up, Right, Down**, you'll hear a voice say, "Wooh, yeah!" to confirm the code. Now you can access two secret teams in Exhibition mode: the Emerson Ogres and Team Midway.

*Cheat Codes*

Enter any of the following codes at the "VS" screen right after you choose your opponent's team. The numbers represent the number of times you have to press the **L, B** and **A** buttons respectively in order to change the symbols at the bottom of the screen, followed by the **R** button to confirm. For example, to enter the Infinite Turbo code, press **L** four times, **B** three times, **A** twice, then **R** to confirm the code. You have a limited amount of time before the game starts, so you must enter the codes quickly if you want to use more than one.

4-3-2—Infinite Turbo
1-3-2—Ancient coliseum

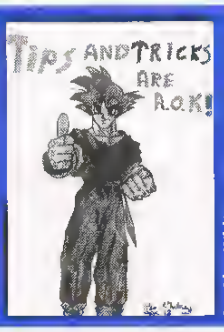
## TIPS & TRICKS Reader Art Gallery



by Edgar L. Colon, Vega Baja, Puerto Rico




by Leonard Wilkinson, Quinton, VA




by Alec Whitney, Carson City, NV



by DaRon Franceschi, Virginia Beach, VA

2-2-5—Snow stadium
3-1-3—Shadow players

## PAC-MAN COLLECTION

*Pac-Attack Puzzle Mode Passwords*
S R Y—Stage 10
M W S—Stage 20
W H T—Stage 30
R M N—Stage 40
W L C—Stage 50
T M P—Stage 60
W T M—Stage 70
B S K—Stage 80
B T F—Stage 90
L S T—Stage 100

## PITFALL: THE MAYAN ADVENTURE

*Unlimited Continues*
When you lose your last life and the "Continue" screen appears, highlight the "Continue" option and press **B** repeatedly. Instead of being reduced by just one, you'll see your remaining continues change to "0," then "9"—but you have to be quick enough to do it before Harry Jr. runs off the screen. Now the number of continues will remain at nine each time you run out of lives.
*Stage Select*
At the title screen, wait until the boomerang appears, then press **L, SELECT, A, SELECT, R, A, L, SELECT;** you'll see the name of the first stage ("Forest 1") appear in the center of the screen. Now hold **SELECT** and use the **L** and **R** buttons to choose a starting stage; when you start the game, you'll go directly to the stage you chose. Note: With this code in place, if you press **SELECT** while the game is paused, you'll be sent back to the title screen.
*Level Warp*
With the stage-select code in place as described above, start a game, then hold the **SELECT** button and you can use the **D-pad** to move Harry Jr. to any part of the current stage.
*Infinite Weapons*
With the stage-select code in place, you can also refill your weapon supplies at any time during the game if you hold the **SELECT** button and press **B**; you'll see the item counters jump to 99.

## POWER RANGERS TIME FORCE

*Password*
Enter the password "B Q S D" to start the game at the last boss.

## RAYMAN ADVANCE

*Secret Codes*
At any time during gameplay, press **START** to pause the game, then enter any of the following codes. After entering a correct code, you'll hear a special sound effect. You will have to exit the current level to see the effects of the "Unlock all levels" code.
99 lives—**Left, Right, Down, Right, Left, R**
Unlock all levels—**Up, Left, Right, Down, Right, L**
Invincibility—**Right, Up, Right, Left, Right, R**
All powers—**Down, Left, Right, Left, Up, L**
25 extra Tings—**R, Up, Left, Right, Left, L**
*Infinite Continues*
At the "Continue!" screen, press **Up, Down, Right, Left, START** before the timer expires. If you enter the code correctly, the number of remaining continues will remain the same; you can repeat this code each time you run out of lives to continue indefinitely. **NOTE:** This code will not work unless the number of continues remaining is three or less.

## READY 2 RUMBLE BOXING ROUND 2

*Secret Characters*
Enter the following codes at the main menu to unlock the three hidden characters. You'll hear a cheer to confirm each code:
• Michael Jackson—Highlight the word "Arcade," then press **Left, Left, Right, Right, Left, Right,** then **L + R** simultaneously
• Rumbleman—Highlight the word "Championship," then press **Left, Left, Right, Left, Right, Right, Left, Right, Left,** then **L + R** simultaneously
• Shaquille O'Neal—Highlight the word "Survival," then press **Left, Left, Left, Left, Right, Right, Left, Left, Right,** then **L + R** simultaneously

## RUGRATS: CASTLE CAPERS

*Password*
Enter the password "J S J R J K S L X C F J" to begin the game with all six levels accessible.

## SONIC ADVANCE

*Play as Sonic w/Tails*
Choose "Game Start" from the main menu. At the character-select screen, highlight Sonic, then press **Up, Right, Down, Right, L, Right, R, Right, A.** You'll hear a chime to confirm. Now you'll be playing as Sonic with Tails following behind you, just like *Sonic the Hedgehog 2* on the Sega Genesis.

## SPIDER-MAN MYSTERIO'S MENACE

*Password*
Enter the password "J V 3 1 –" to begin the game with all levels unlocked and all items.

## SPONGEBOB SQUAREPANTS SUPERSPONGE

*Password*
Enter the password "W M B T" to select any level.

## SPYRO: SEASON OF ICE

*Stage Select*
At the title screen—while the words "Press Start" are flashing—press **Down, Up, Down, Left, Right, Up, Left, Up, A,** you'll hear a chime to confirm the code. Now you can skip to any point in the game by highlighting the name of a stage in the Atlas and pressing **A.**
*99 Lives*
At the title screen—while the words "Press Start" are flashing—press **Left, Right, Right, Right, Down, Up, Right, Up, A,** you'll hear a chime to confirm the code. When you begin a new game, you'll have 99 lives.

## STAR WARS JEDI POWER BATTLES

*Passwords*
V C J 0 X Y K—Level Select for Mace Windu or Darth Maul
V H R 3 B F J—Level Select for Qui-Gon Jinn

## TETRIS WORLDS

*"Popular" Mode*
Choose "Marathon" from the main menu, then hold **L** and press **SELECT** at the "Select Game" screen in Marathon mode. A new option called "Popular" will appear; this mode features simplistic graphics which are more like the original *Tetris* and does not include the "Ghost Piece" feature.

## TONY HAWK'S PRO SKATER 2

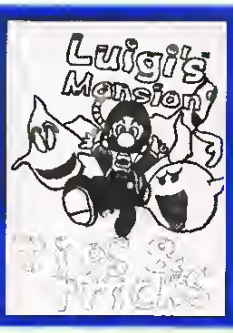
*Main Menu Cheat*
The following code can be entered at the main menu screen. Each time you enter a code correctly at this screen, the menu wheel will spin and you'll hear a signal to confirm:
• Hold **R**, press **START, A, Down, B, A, Left, Left, A, Down**—Changes all of the blood and grinding "spark" effects to smiley faces (enter the code again to disable it)
*"Paused" Menu Cheats*
Press **START** during a game and you can enter any of the following codes at the "Paused" menu. Each time you enter a code correctly, the screen will shake and you'll hear a signal to confirm:
• Hold **R**, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, START**—Unlock Spider-Man as a playable character
• Hold **R**, press **A, Left, Left, Up, Right, B, A, START**—Unlock Mindy as a playable character
• Hold **R**, press **A, START, A, Right, Up, Up, Down, Down, Up, Up, Down**—Gives you enough money to unlock all of the game's levels
• Hold **R**, press **B, A, Left, Down, B, Left, Up, B, Up, Left, Left**—All levels 100% complete (this code also unlocks the two secret characters and gives you all the money in the game)
• Hold **R**, press **Left, A, START, A, Right, START, Right, Up, START**—Zoom in and out repeatedly (enter the code again to disable its effects)
• Hold **R**, press **Left, Up, START, Up, Right**—Sets the stage timer to 0.00, ending your run immediately (this code doesn't have any effect in Free Skate mode)
*Additional Cheats*
Each of the following codes can be entered either at the main menu or the "Paused" menu:
• Hold **R**, press **B, A, Down, A, START, START, B, A, Right, B, Right, A, Up, Left**—Unlocks all of the cheats at the Options menu
• Hold **R**, press **B, Left, Up, Down, Left, START, START**—Disable blood effects (enter the code again to turn the blood effects back on)
• Hold **R**, press **Right, A, Down, B, A, START, Down, A, Right, Down**—This code will not work unless you have already unlocked Spider-Man as a playable character. With the code in place, if you play as Spider-Man and do a wall ride, you will continue to move up the wall until you hit the ceiling or the edge of the screen.
• Hold **R**, press **B, A, Left, Down, B, Left, Up, B, Up, Left, Left**—All levels 100% complete (this code also unlocks all of the cheats at the Options menu, the two secret characters and gives you all the money in the game). Note: If you enter this code at the main menu and not the "Paused" screen, you must immediately choose the "Continue Career" option from the Career Mode menu or the code's effects will not appear.



by Patrick Alvarez, San Bernardino, CA



by Alberto Quezada, Chicago, IL



by Mark Brajak, Oakville, Ontario

# Game Boy tips

## 1942

*Passwords*

Stage 04—Medal, Medal, Player's Plane, Enemy Plane
Stage 08—Player's Plane, Enemy Plane, Enemy Plane, Medal
Stage 12—Bullet, Enemy Plane, Player's Plane, Player's Plane
Stage 16—Enemy Plane, Enemy Plane, Bullet, Enemy Plane
Stage 20—Player's Plane, Medal, Bullet, Player's Plane
Stage 24—Bullet, Player's Plane, Medal, Medal
Stage 28—Medal, Enemy Plane, Medal, Enemy Plane

## ACTION MAN: SEARCH FOR BASE X

*Password*

Enter the password "7 J B I" to unlock all of the games stages

## ATLANTIS: THE LOST EMPIRE

*Stage Passwords*

D C N C—Ulysses
X D K V—Cove Causeway
C F C S—Fire Trial
D H C V—Ice Trial
T J J T—Volcano Bed
J M F J—Atlantis Internal
Q N F S—Treachery

## AUSTIN POWERS: OH BEHAVE!

*Cheat Code—Platform Game*

Enter the code "RAT POISON" at the "FAB-DOS" screen and press **B**, you'll get a confirmation message that says "Viva Las Vegas Baby, Yeah!" Now Austin is invincible in the "Platform" mini-game

*Cheat Code—Mojo Maze*

Enter the code "SPEEDY" at the "FAB DOS" screen and press **B**, you'll get a confirmation message that says "Faster Mojo!" Now Austin moves much faster in the "Mojo Maze" mini-game

*Unlock Gifts*

Enter "FAB-DOS" and enter any of the following cheat codes to unlock special sounds (for the "Sample Player" in the Programs menu), screen savers (under "Groovy Stuff") and wallpaper pictures (available from the "Backgrounds" option at the Mojo menu). You must press **B** after typing each word

GRACE—"Moving Logos" screen saver
CHRISTMAS—"Flowers & Evil" screen saver
GET YOU—"Evacuation 1" sound
JUMBO—"Evacuation 2" sound
NO MOJO—"Goo sound" sound
MAGPIE—"Peeing" sound
IDIOT—"So who is he?" sound
SPRINGER—"Elvis lives!" wallpaper
LOOK—"Foxy Felicity" wallpaper
TWO OF US—"Sausages" wallpaper
TEARS—"Hands Up!" wallpaper
SPACE—"Bust an O Ring" wallpaper
STEIN—"Fembot Vanessa" wallpaper
CCTV—"Ivana" wallpaper
HANDS—"Driving" wallpaper
TEETHING—"Austin steam" wallpaper
DOG—"Swallow's Eye" wallpaper

## AUSTIN POWERS: WELCOME TO MY UNDERGROUND LAIR!

*Cheat Codes*

Enter the code "INVINCIBLE" at the "EVIL-DOS" screen and press **B**, a confirmation message will appear. Now you'll have infinite lives in the "Mojo Maze" mini-game. Also, if you enter the code "125CC", Dr. Evil will move much faster in the "Mojo Maze" game

*Unlock Gifts*

Enter "EVIL-DOS" and enter any of the following cheat codes to unlock special sounds (for the "Sample Player" in the Programs menu), screen savers (under "Groovy Stuff") and wallpaper pictures (available from the "Backgrounds" option at the Mojo menu). You must press **B** after typing each word

GRACE—"Moving Logos" screen saver
CHRISTMAS—"Flowers & Evil" screen saver
MINI LAUGH—"Mini-Me Hehehe" sound
TABLE—"Table Problem" sound
HUG—"Hug" sound
DOCTOR—"Evil Dr" sound
SUPERVISOR—"The Boss" sound
ANOTHER PLAN—"Plan 2" sound
ELVIS—"Springer Evil" wallpaper
FOXY—"Evil Look" wallpaper
BANGERS—"Evil & Mini-Me" wallpaper
STICKUP—"Evil Tears" wallpaper
OIL RING—"Mini-me in space" wallpaper
TASTY FEMBOT—"Evil-Stein" wallpaper
IVANA YUM—"Evil CCTV" wallpaper
DRIVING—"Mini-Me hands" wallpaper
STEAM—"Teething" wallpaper
SWALLOW—"Alpha-Dog" wallpaper

## BATMAN: CHAOS IN GOTHAM

*Passwords*

Race Through the City—Batgirl, Batcycle, Batman, Batmobile
It's No Laughing Matter—Batman, Batmobile, Batman, Batcycle
The Greatest of Ease—Batcycle, Batcycle, Batman, Batgirl
Thru the Garden of Evil (Part 1)—Batmobile, Batcycle, Batgirl, Batgirl
Thru the Garden of Evil (Part 2)—Batmobile, Batmobile, Batman, Batmobile
A Venomous Plan—Batgirl, Batgirl, Batmobile, Batcycle
Next Stop: Danger—Batman, Batcycle, Batgirl, Batcycle
2 + 2 Equals Two-Face—Batcycle, Batgirl, Batgirl, Batman

## BATTLE UNIT ZEOTH

*Stage Select + Invincibility*

At the title screen, hold **Down** on the D-pad and press **A + B** simultaneously, you'll hear a chime to confirm, but the music may be pretty loud so you'll have to listen carefully. If you do this once, you'll start at Stage 1 with invincibility. If you enter the code repeatedly, you'll start at different stages depending on how many chimes you hear, e.g. if you hear two chimes, you'll start at Stage 2 with invincibility, etc. If you enter the code six times and get six chimes, you'll warp directly to the game's ending sequence.

## BATTLETOADS IN RAGNAROK'S WORLD

*Five Extra Toads*

At the title screen, hold **Down**, **A** and **B**, then press **START**. You'll start the game with five lives instead of three

## BLASTER MASTER: ENEMY BELOW

*Passwords*

E 6 C A D C K F—Area 1
E 6 D 3 D 3 K G—Area 2
E 7 C 3 D 3 K H—Area 3
E 7 D 3 D 3 K I—Area 4
F 6 C 3 D 3 K Q—Area 5
F 6 D 3 D 3 K R—Area 6
F 7 D 3 D 3 K T—Area 8

## BOARDER ZONE

*Passwords*

1 3 1 0 9 S—Unlock Time Course 4
0 2 0 9 7 1—Unlock Time Course 5
2 9 0 7 7 1—Unlock Trick Course 5
3 1 0 1 6 9—Unlock Slalom Course 5

## BUFFY THE VAMPIRE SLAYER

*Passwords*

3 N K F Z 8—Episode 2
9 M D 1 W V—Episode 3
X T N 4 F 7—Episode 4
S B V P L 2—Episode 5
9 D 6 F 0 S—Episode 6
B N P X Z 9—Episode 7
G H 9 M R Y—See the ending

## BUST-A-MOVE MILLENNIUM

*"Hidden" Puzzle Mode (Normal Field)*

At the title screen—while the words "PRESS START" are flashing—press **A, A, Down, Up**. A purple Space Invader will appear in the lower left corner of the screen to confirm the code. Now choose "Puzzle Mode" from the Stage Clearance menu and select "Normal Field" when the Mode Select screen appears. You'll be able to choose a new "Hidden Mode" from the next screen, it has a completely new set of puzzles

*"Hidden" Puzzle Mode (Wide Field)*

At the title screen—while the words "PRESS START" are flashing—press **Left, Right, B, B**. A yellow Space Invader will appear in the lower left corner of the screen to confirm the code. Similar to the "Normal Field" cheat above, this code gives you the opportunity to select "Hidden Mode" when you choose the Wide field in Puzzle Mode

*Unlock All Secret Characters*

At the title screen—while the words "PRESS START" are flashing—press **B, A, B, Down**. A blue Space Invader will appear in the lower left corner of the screen to confirm the code. Now you will find eight additional characters to choose from (including Bob, Dreg and Sonic Blast Man) in any game mode that has a character select menu

## BUZZ LIGHTYEAR OF STAR COMMAND

*Stage Select*

Enter the password "B V V B B" to gain access to Planet Z and all of the preceding levels

## CARROT CRAZY

*Stage Skip*

Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press **START** to pause, then press **SELECT** to warp to the end of the current stage

## CHICKEN RUN

*Level Passwords*

Enter the following passwords to start at any level you choose. See page 30 of the game's instruction manual to learn the names of the medals. If you don't have a manual, here are the names of the medals in order (press **Down** to advance through the list): Bronze, Cross, Valor, Silver, Honor, Bravery, Crown, Diamond.

Level 2—Bronze, Cross, Crown, Bravery
Level 3—Diamond, Bravery, Honor, Bronze
Level 4—Cross, Bravery, Bronze, Bronze
Level 5—Crown, Diamond, Crown, Honor
Level 6—Valor, Diamond, Cross, Silver
Level 7—Honor, Valor, Cross, Bronze
Level 8—Diamond, Silver, Cross, Crown
Level 9—Honor, Valor, Bravery, Diamond
Level 10—Bronze, Bravery, Cross, Bravery
Level 11—Silver, Cross, Silver, Diamond
Level 12—Bravery, Diamond, Cross, Valor
Level 13—Silver, Cross, Bravery, Bravery
Level 14—Valor, Crown, Valor, Valor
Level 15—Bronze, Crown, Cross, Honor
Level 16—Valor, Silver, Bravery, Bravery
Level 17—Bronze, Silver, Valor, Diamond
Level 18—Crown, Valor, Diamond, Silver
Level 19—Cross, Silver, Silver, Crown
Level 20—Silver, Diamond, Valor, Bravery
Level 21—Crown, Valor, Cross, Silver
Level 22—Honor, Cross, Crown, Cross
Level 23—Crown, Silver, Cross, Honor
Level 24—Honor, Diamond, Valor, Diamond

*Cheat Passwords*

Enter any of the following codes at the password screen just as you would enter the stage passwords listed above. You'll hear a signal to confirm each code; note that it's different from the sound you hear when entering an incorrect password (and Fowler will not say that he doesn't recognize the password). You can enter as many of these codes as you wish in order to combine their effects, you can also enter a stage password when you're done.

Infinite time—Diamond, Honor, Cross, Crown
Infinite chicken feed—Valor, Valor, Bravery, Bronze
Mr. & Mrs. Tweedy can't see you—Crown, Bronze, Honor, Valor
Walk through solid objects—Cross, Diamond, Silver, Valor
Press **SELECT** while paused to skip stage—Honor, Valor, Bronze, Silver

## COMMANDER KEEN

*Cheat Passwords*

B C D F - G H J K - L M N P - Q R S T—Infinite lives
T S R Q - P N M L - K J H G - F D C B—Access to all missions

## DEXTER'S LABORATORY: ROBOT RAMPAGE

*Play As the Super Robot*

At the title screen—while the words "Push Start" are flashing—press the **A** button and the **B** button ten times each, then press **SELECT**, you'll hear a sound to confirm the code. Now you can choose the Super Robot at the character-select screen

## EVEL KNIEVEL

*Secret Password*

Enter LASTSTAGE as your password. You'll get a message that says "Invalid Password!" and you'll be returned to the main menu. However, if you select "Start New Game" you'll be able to play the Snake River Canyon level immediately

## THE FINAL FANTASY LEGEND

*Sound Test*

At the title screen, press **SELECT + START + B** and hold all three buttons down for about three seconds. When you release the buttons, a sound test menu will appear

## FINAL FANTASY LEGEND II

*Sound Test*

At the title screen, hold **SELECT + B** and press **START**

## GAME BOY PRINTER

*Secret Message*

Press and hold the **FEED** button when you turn the Game Boy Printer on. You can release the **FEED** button when you start to see an image appear on the paper, it's a secret message along with a tiny picture

## G.E.X.: ENTER THE GECKO

*Password*

Choose "Password" from the main menu and enter the following code

↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓ ↑ → ←
← ↓ ↓ → →

This password unlocks all of the gates so you can access any level. Remember: To make a solid arrow in the password, hold the **B** button and press the D-pad in the direction of the arrow. To make an outlined arrow, hold **A** instead

## GHOSTS 'N GOBLINS

*Quest 1 Passwords*

L ♥ K ♥ ♥ ♥ B L—Level 2
Q 0 M ♥ ♥ ♥ 1 H—Level 3
P S S ♥ 7 ♥ B 4—Level 4
T J R ♥ 7 ♥ 2 h—Level 5
J J T ♥ 7 ♥ 7 L—Level 6
K D C ♥ H ♥ S H—Final boss

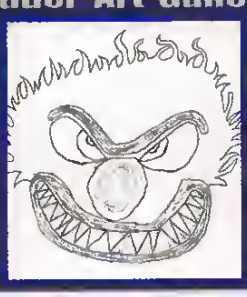
*Quest 2 Passwords*

G N ♥ ♥ K 0 0 H—Level 1
G N 1 ♥ S 0 B J—Level 2
X 4 3 ♥ S 0 M R—Level 3

## TIPS & TRICKS Reader Art Gallery



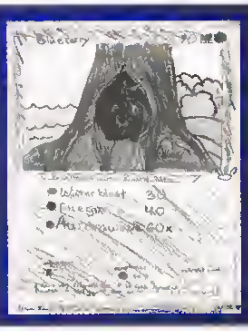

by Weston Jensen, Highlands Ranch, CO



by James Drennen, Cadet, MD




by John Novak, Wilkes-Barre, PA




by Javier Rivera, Philadelphia, PA

L S 5 H 9 1 1 4—Level 4
D N 7 ♥ 9 3 ♥ 7—Level 5
X N 9 ♥ 9 3 3 3—Level 6
N 8 C ♥ K 4 0 N—Final boss

## GRAND THEFT AUTO

*Unlock Hidden Characters*

Before starting a game, rename the character "KELLY" to "SUMNER." Many hidden characters will appear in the menu

## HOT WHEELS STUNT TRACK DRIVER

*Super Password*

To unlock all of the tracks and the secret Twin Mill car, enter the password **Up, Left, Down, Right, Right, B**

## JAMES BOND 007

*Mini Games*

Choose a blank save spot at the Player Select menu. When the name entry screen appears, enter "BJACK" to play Blackjack, "BACCR" to play Baccarat or "REDOG" to play Red Dog.

## KILLER INSTINCT

*Boss Code*

Choose any character, then, at the match up screen just before the fight starts, hold **Right** on the D-pad and quickly press **SELECT, START, B, A.**

## THE KING OF FIGHTERS '95

*Secret Codes*

When the Takara logo appears at the beginning of the game, press the **SELECT** button repeatedly for different effects as follows.

- Press **SELECT** three times to access two hidden characters, Saisyu and Rugal
- Press **SELECT** 20 times for one additional hidden character, Nakoruru
- If you press **SELECT** 25 times, you get the hidden characters, plus you'll start each battle with your Super meter maxed out
- If you hold **A + B** and press **SELECT** at the Takara logo screen, you'll be able to choose the same character up to three times for a single team in Team mode

## KLAX (Game Boy Color version)

*Passwords*

Pillar, pillar, green alien, blue square—Wave 95 completed
Pillar, yellow alien, green diamond, green diamond—See the credits
Blue square, pillar, green diamond, green alien—Read the "story of *Klax*"
Yellow alien, pillar, pillar, green alien—Read the *real* story of *Klax*
Green alien, green alien, red circle, blue square—Mini game (programmers' heads)
Red circle, green diamond, blue square, green alien—Mini-game "Snake"
Green alien, green alien, blue square, green alien—Mini-game "Fürd Herder"

## THE LION KING

*Stage Skip*

At any time during the game, press **START** to pause, then quickly press **B, A, A, B, A, A**. You'll immediately skip to the next stage

## THE LION KING: SIMBA'S MIGHTY ADVENTURE

*Cheat Menu*

At the title screen, press **Left, A, Right, Down, A, SELECT, SELECT**. A cheat menu will appear, allowing you to start with 99 lives, the amulet and more. Choose "Continue" at the cheat screen to access a level-select menu

## MEL'S MINIS MADNESS

*Passwords*

The Warehouse, part two—Green, Blue, Yellow, Red, Yellow, Yellow
The Conveyors, part one—Green, Blue, Green, Red, Green Yellow
The Conveyors, part two—Red, Yellow, Orange, Yellow, Brown, Blue
The Conveyors, part three—Brown, Green, Red, Blue, Orange Blue

## MARY-KATE & ASHLEY: GET A CLUE!

*Passwords*

M H N T G F—The Case of the Missing Mummy
N L B R T C—The Case of the Rock & Roll Mystery
R G T M N L—The Case of the Green Ghost
F B L H C H—The Case of the Summer Camp Caper

## MOON PATROL/SPY HUNTER

*Infinite Lives in Moon Patrol*

At the title screen, press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down A**, you'll hear a signal to confirm the code

*Start Spy Hunter with All Special Weapons*

At the title screen, press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down, B**, you'll hear a signal to confirm the code

## MORTAL KOMBAT

*Play as Goro*

First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words "**THE END**" to appear. Point the control pad to the **Upper Left** position and hold it there, and hold the **SELECT** and **A** buttons as well. Continue to hold those buttons down until the screen fades and the words "**ENTER YOUR INITIALS**" appear on the screen. Next, input your initials and press **A**. When the the high score table appears, press **START**, you'll get a screen that reads, "Goro lives...as you!" This is a hidden version of *Mortal Kombat* where you play as Goro and all of your opponents have been given new names

## MORTAL KOMBAT II

*Secret Character: Smoke*

When battling in the Kombat Tomb stage, watch for Dan "Toasty" Forden to appear, he's the little head that pops up in the lower right corner of the screen at certain times, usually after uppercuts or cool combos. As soon as you see him, hold **Down** on the D pad and press the **START** button to warp to a battle against the secret ninja character, Smoke

*Secret Character: Jade*

Watch the "Battle Plan" thet shows who your next opponent is in one-player mode. When you reach the opponent just before the "?" square on the battle plan, defeat that opponent using only the Kick button in the winning round. If you can do this, your next opponent will be the secret female ninja, Jade

## MORTAL KOMBAT 4

*Extra Credits*

At the difficulty select screen, press **Up** or **Down** to change the number of credits displayed at the top of the screen you can start with up to five.

*Kombat Codes*

At the "Enter Kombat Code" screen just before a fight, enter the following codes using the D-pad. The numbers represent the number of times you have to press **Up** to change the symbol in each box. You can also advance through the icons in reverse order by pressing **Down**. For example, to unlock Reptile as a playable character, enter the code 192-234 as follows:

1) Highlight the first icon box, press **Up** once
2) Highlight the second icon box, press **Up** nine times (or Down once)
3) At the third box, press **Up** twice
4) At the fourth box press **Up** twice
5) At the fifth box press **Up** three times
6) At the last box press **Up** four times

You'll get a message to confirm proper entry of each code

1 9 2 - 2 3 4—Unlock Reptile
2 0 5 - 2 0 5—Fight against Reptile
0 0 1 - 0 0 1—Unlimited Run
9 8 7 - 1 2 3—No power bars
1 0 0 - 1 0 0—Throwing disabled
0 2 0 - 0 2 0—Blocking disabled
6 8 8 - 4 2 2—Dark Kombat
9 8 5 - 1 2 5—Psycho Kombat
3 3 3 - 3 3 3—Randper Kombat
0 0 0 - 7 0 7—Computer starts with 1/4 life
7 0 7 - 0 0 0—Player 1 starts with 1/4 life
0 0 0 - 0 3 3—Computer starts with 1/2 life
0 3 3 - 0 0 0—Player 1 starts with 1/2 life

## MTV SPORTS: T.J. LAVIN'S ULTIMATE BMX

*Passwords*

V B B C W B B B C X 9—Stage 3
4 B B C R B B B C X 4—Stage 5
G H B F L B B B C X 9—Stage 6
Z Y B B H B C D F X 7—Stage 7
Q H B B N B C G Y X 5—Stage 8
B D V D B B C G Y X 7—Stage 9
D B B D Z B C G Y X 4—Stage 10
X Z B F W B C G Y X 4—Stage 11
N + B D M B C 4 Y X 7—Stage 12
6 Y B B Q B B B C B F—See the ending (this password also unlocks a number of modes and courses)

## THE MUMMY RETURNS

*Passwords*

From the main menu, select "Load Game" to enter the password input screen. Remember, all passwords read clockwise starting from the topmost letter on the screen. Hold **A** while entering it to see what you are doing

1 P W K 4 7—Break in at the O'Connell Mansion
K 3 J 1 7 8—The Rescue
X S 0 N 0 C—Bus Getaway
N 0 N 1 F 1—Canyon Chase
B 4 S 6 L 7—Arrival at the Oasis
1 4 4 W 8 8—Into the Pyramid
R D V 0 1 1—Final Escape
6 4 P 5 1 T—Ending

## NASCAR RACERS

*Passwords*

K T H Z T R Y W—Jungle Track 2
P X M M Z C H W—Jungle Track 3
T Y G N D P T S—Jungle Track 4
L Y M T H X R S—Egypt Track 1
Z T C S M G Z W—Egypt Track 2
D Y C L N S D R—Egypt Track 3
D T D W W Y D Z—Egypt Track 4
C N C M C C M L—Europe Track 1
D S T Z L C T Y—Europe Track 2
N H K M Z R X Z—Europe Track 3
L S C L L L Z S—Europe Track 4
L T N T H H C X—St. Petersburg Track 1
W H X S S T N T—St. Petersburg Track 2
N Y L W N D S W—St. Petersburg Track 3
P G P M W K P Y—St. Petersburg Track 4

## NBA HOOPZ

*Secret Codes*

Enter the following codes at the "Play Match" screen just before the game starts. You'll see a confirmation message in the box at the bottom of the screen each time you enter a code correctly. Each code consists of three numbers and a direction on the D pad, these numbers represent the number of times you must press the **START, B** and **A** buttons before pressing the D pad to "register" the code. For example, to enter the "Factory court" code, press **START** three times, **B** once and **A** twice, then press **Down** on the D-pad

0-1-2 **Up**—Infinite Turbo
2-2-2 **Left**—No Fire
1-0-0-**Down**—Show Hotspot
1-1-2 **Down**—Practice court
3-1-2 **Down**—Factory court
3-0-1-**Left**—Night Club court
3-3-3-**Up**—Roof Top court
3-2-1-**Right**—Island court
1-2-3-**Left**—Volcano court
2-0-3 **Right**—Prison court
2-1-0-**Right**—Oil Rig court
0-3-2 **Up**—Future court

## THE NEW ADVENTURES OF MARY-KATE & ASHLEY

*Passwords*

C B T H P M—The Case of Volcano Mystery
G M Q T C K—The Case of the Haunted Camp
L H D D Q J—The Case of the Fun House Mystery
M D G K M Q—The Case of the Hotel Who-Done-It

## NFL BLITZ

*Passwords*

0 6 2 6 7 5 4 5—Play as the Midway Blitzers
0 0 6 0 6 7 4 4—Play as the Emeryville Eclipse

*Secret Codes*

Choose "Exhibition" from the main menu and choose a team. When the "Vs." screen appears, enter any of the following codes to get different effects.

Infinite Turbo—**START, START, START, START, START, B, A, A, A, A, Up**
No Fumbles—**START, START, START, START, B, B, A, A, A, Down**
Invisible Receiver—**START, START, START, START, B, B, B, A, A, A, Up**
No Pointer—**START, START, START, B, B, B, A, A, A, Left**
Start in Overtime—**A, A, A, A, A, A, Up**
Parking Lot Field—**START, START, START, B, B, A, A, A, Down**
Space Field—**START, START, A, A, Right**
Night Game—**START, START, B, B, A, A, Right**
Predator Mode—**START, START, START, START, START, B, B, B, B, B, A, Up**

## PITFALL: BEYOND THE JUNGLE

*Passwords*

S W N G R B T S—The Wilderness
F L T Y W T R S—Underground Caverns
G N G D W N—The Volcano
S L T H H R N G—The Prison 1
B N G D N S D—The Prison 2
S W P N G B L W—The Scourge

## POKEMON (Red, Blue and Yellow versions)

*Celadon "Rocket Game Corner" Tips*

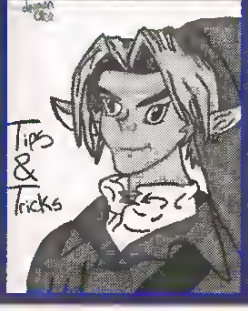
- Slot Machines—Watching the reels carefully can increase your odds of getting a match. For example, watch for a particular image or number to scroll by, and hit the **A** button as soon as it appears for each reel. The chances of you lining up another image is fairly high, as long as you don't get dizzy staring at the tiny Game Boy screen. Although it's claimed that the slot machines inside this casino have different odds, watching the reels works on all of them
- Secret Coins—After speaking to the other people in the casino to get coins, you can discover secret coins lying around the floor of the Game Corner by moving around and pressing **A**

*Evolution Tip*

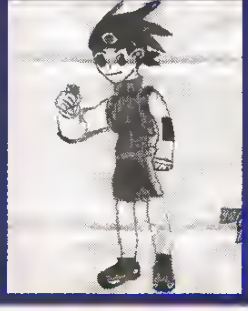
Some Pokémon can only be evolved through the use of elemental Evolution Stones. It is a bad decision to evolve your Pokémon right away, since there may be some attacks it can only learn in its Basic Evolution stage thet it would never learn if you evolved it right away

*Hidden Machine Tips*

- Hidden Machines, or HMs, are permanent. If you teach them to one of your Pokémon, they will never forget it, therefore, don't teach weak HM skills like "Cut" to a Pokémon you intend to use as part of your main party
- HM 01 (Hidden Machine 01): Cut—When you use Cut in a grassy area, you will clear away four squares of gress. Using this method is one way to avoid random encounters with wild Pokémon



by Lauren Cice, Las Vegas, NV


by Shaun Gale, Pittsfield, MA



by B.J. Laforet, Windsor, Ontario



by Matthew Hardy, San Diego, CA

# Game Boy tips

*Master Ball Tip*
The Master Ball is an ultimate Pokéball that can capture any Pokemon instantly It can only be used once, so don't waste it on a common Pokémon It should be saved so it can be used to capture Mewtwo or one of the three Legendary Birds
*Fight Mewtwo*
In order to fight Mewtwo, you need to gain access to the Unknown Dungeon You must defeat the Elite Four before the man blocking the entrance will allow you through Also, you must NOT reset your game after you've beaten it Wait for the credits to finish, then go back to the Start screen by pressing A Fly to Cerulean city, then use a Pokémon that knows Surf to get to the Unknown Dungeon, which lies to the northwest of Cerulean city Right before you fight Mewtwo, save your game That way if you lose or if Mewtwo faints, you can quickly reset the game You should also do this before fighting other "one time only" Pokémon like Zapdos, Articuno and Moltres When you fight Mewtwo, either use the Master Ball immediately or use sleep attacks and a lot of Ultra Balls.
*Quick Experience Gain*
If you have a group of strong Pokémon with one weak Pokémon, you can level up your weak Pokémon quickly by letting it share experience with a stronger one Put the weak Pokémon at the top of the list so it always goes out into battle first Switch it immediately with a strong Pokémon and the two will split the experience points in half This is an excellent way to level up Pokémon like Magikarp, which are useless before they evolve
*Rare Candy Tip*
Gaining levels by using Rare Candy on your Pokemon is not as effective as leveling up your Pokémon normally Pokemon who legitimately gain experience improve their statistics more dramatically than Pokémon who only used Rare Candy, so it's not a good idea to use a lot of Rare Candy on one Pokémon at once, since it will be weaker than other Pokémon that are the same level
*Increase Stats*
Use one of your Pokémon in battle until all of its PP for one move is depleted Take it to a Poké Center to store it in Bill's PC, then immediately take it out again Heal your Pokémon at the Poké Center, then check its statistics—you'll find that some of its attributes have slightly increased This will occur even if you are using a Pokémon that is already at Level 100

## POKEMON: SPECIAL PIKACHU EDITION (Yellow version)

*Level Up Pikachu*
When playing *Pokémon Yellow*, your starting Pikachu will obey you no matter what level he is or how many badges your character has earned Knowing this, one quick way to blaze through the game is to trade your starting Pikachu into another *Pokémon* game that you've already finished and quickly level Pikachu up by having him lead off during battles in the Elite Four tournament When you trade him back into *Pokémon Yellow*, your character will have no trouble controlling him, even if his levels are maxed out and you haven't earned a single badge This will only work with your *Pokémon Yellow* starting Pikachu, i e the one that follows you around everywhere
*Bucket-Head Pikachu*
Pikachu trails behind your main character during the game, and you can turn around and "speak" to Pikachu to get a graphical representation of what's on his mind When you take Pikachu fishing, maneuver your character so you're standing beside Pikachu After fishing, turn to speak to Pikachu and he will respond with a bubble over his head with a picture of a fish in it Zoom in on Pikachu and you'll see that he's put your fishing bucket on his head!

## POKEMON PUZZLE CHALLENGE

*Extra Difficulty Levels in 1P Challenge Mode*
Choose "Challenge" from the "1 Player" menu, at the "Game Lvl." screen, highlight "Hard," hold **SELECT** and press **A** to unlock the "S Hard" difficulty option Highlight "S-Hard," hold **SELECT** and press **A** again to unlock the "Intense' difficulty setting
*Extra Options*
Choose "Options" from the main menu, then hold **SELECT** and press **A**; you'll hear a chime Now press **Down** to find seven new items at the Options menu, including a garbage limiter, an option to change the "slow" speed and the ability to toggle various game sounds on or off
*View Chain Stats*
At the main Records menu, hold **SELECT** and press **A**, a new menu screen will appear that lets you view more detailed stats about the chains you've created

## POPEYE 2

*Secret Menu*
While the words "Push Start" are flashing at the title screen, press **Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up** A secret menu called "*Popeye 2* Music Island" will appear Use **Up** or **Down** and the **A** button to sample the game's music, or use **Left** or **Right** and **B** to hear any of the game's sound effects The "Round" setting is a limited stage-select, press **SELECT** to change the number, then press **START** to begin at any of these stages

| | |
|---|---|
| 00—Round 1-1 | 04—Round 2-1 |
| 01—Round 1-2 | 05—Round 2-2 |
| 02—Round 1-3 | 06—Round 2-3 |
| 03—Round 1-4 | 07—Round 2-4 |

## THE POWERPUFF GIRLS: BAD MOJO JOJO

*Secret Codes*
Choose "Enter Secrets" at the main menu and enter any of the following codes to unlock various features
ANUBISHEAD (or TARGETGAME)—Unlock the "Professor Utonium" trading card
SNOWPOKE (or GAMESTOP)—Unlock the "Sara Bellum" trading card
ZORCH (or BESTBUYPWR)—Unlock the "Brick" trading card
OOGGIEDO (or EBWORLD)—Unlock the "Rowdyruff Boys" trading card
FIZZAT (or SEARS)—Unlock the "Princess" trading card
TOYSTOWN (or CITYRULES)—Unlock the "Powerpuff Girls" trading card
ROACHCOACH—Unlock the "Roach Coach" trading card
TOYSRUSCOM—Unlock the "Volcano Mountain" trading card
TOWNSVILLE—Unlock the "Utonium Chateau" trading card
SEDUSA—Unlock the "Sedusa" trading card
GOGETBUTCH—Unlock the "Pokey Oaks School" secret level
DUSTBOOMER—Unlock the "Townsville Art Museum" secret level
CHERRY—Unlock the "Unlimited Red Chemical X" cheat
LICORICE—Unlock the "Black Chemical X" cheat
IGOTWINGS—Unlock the "Unlimited Flight" cheat
DOGMODE—Unlock the "Unlimited Lives" cheat
GIRLPOWER—Unlock the "Unlimited Super Attack" cheat
CHEMICALX—Unlock the "Buttercup Graphic" cheat
BOOGIEMAN—Unlock the "Bubbles Graphic" cheat
USESNIPS—Unlock the "Boomer Graphic" cheat
BESNAILS—Unlock the "Butch Graphic" cheat
TAILSRULE—Unlock the "Brick Graphic" cheat
BROCCOLOID—Unlock the "Mayor Graphic" cheat
BILLSGIRLS—Programmer's message + secret photo
RICHARDKIM—Error message + secret photo #2

## THE POWERPUFF GIRLS: BATTLE HIM

*Secret Codes*
Choose "Enter Secrets" at the main menu and enter any of the following codes to unlock various features
TOYSTOUGH (or TARGETPUFF)—Unlock the "Mayor" trading card
RUFFBOYS (or BIGBILLY)—Unlock the "Talking Dog" trading card
ICEBREATH (or BESTBUYHDQ)—Unlock the "Boomer" trading card
FLEETFEET (or GOTOSEARS)—Unlock the "Utonium Family" trading card
HOTLINE (or ELBO)—Unlock the "Boogieman" trading card
TALKINGDOG (or TOYSPOWER)—Unlock the "City of Townsville" trading card
MRSBELLUM (or RICHMONDVA)—Unlock the "Rainbow the Clown" trading card
MALPHS—Unlock the "Townsville Art Museum" trading card
PRINCESS—Unlock the "Townsville City Hall" trading card
POWERPUFF—Unlock the "Evil Cat" trading card
GOGETBUTCH—Unlock the "Townsville Skies" secret level
BEATBRICK—Unlock the "Utonium Chateau" secret level
CANDYAPPLE—Unlock the "Unlimited Red Chemical X" cheat
MIDNIGHT—Unlock the "Black Chemical X" cheat
JETFUEL—Unlock the "Unlimited Flight" cheat
UNDEAD—Unlock the "Unlimited Lives" cheat
PHONECARD—Unlock the "Unlimited Super Attack" cheat
MISSKEANE—Unlock the "Blossom Graphic" cheat
LUMPKINS—Unlock the "Buttercup Graphic" cheat
WANTSNIPS—Unlock the "Boomer Graphic" cheat
SNAILSIAM—Unlock the "Butch Graphic" cheat
ITOOKTAILS—Unlock "Brick Graphic" cheat
MCCRACKEN—Unlock the "Mayor Graphic" cheat
BILLSGIRLS—Programmer's message + secret photo
RICHARDKIM—Error message + secret photo #2

## THE POWERPUFF GIRLS: PAINT THE TOWNSVILLE GREEN

*Secret Codes*
Choose "Enter Secrets" at the main menu and enter any of the following codes to unlock various features
TOYSCIENCE (or TARGETPOWR)—Unlock the "Little Arturo" trading card
TOYSMAGIC (or GRUBBER)—Unlock the "Grubber" trading card
SQUID (or BESTBUYPUF)—Unlock the "Snake" trading card
KABOOM (or EBSTORE)—Unlock the "Big Billy" trading card
FLEETFEET (or SEARSRULES)—Unlock the "Ms Keane" trading card
WUNK (or GOCIRCUIT)—Unlock the "Ace" trading card
ROWDYRUFFS—Unlock "Butch" trading card
RZONE—Unlock the "Fuzzy Lumpkins" trading card
MOJOJOJO—Unlock the "Broccloid Emperor" trading card
AMOEBABOYS—Unlock the "Townsville Dump" trading card
BEATBRICK—Unlock the "Utonium Chateau" secret level
DUSTBOOMER—Unlock the "Bonsai Garden" secret level
RUBIES—Unlock the "Unlimited Red Chemical X" cheat
EBONY—Unlock the "Black Chemical X" cheat
IFLYINSKY—Unlock the "Unlimited Flight" cheat
QUICKENED—Unlock the "Unlimited Lives" cheat
POWERCALL—Unlock the "Unlimited Super Attack" cheat
POKEYOAKS—Unlock the "Blossom Graphic" cheat
UTONIUM—Unlock the "Bubbles Graphic" cheat
SNIPSFORME—Unlock the "Boomer Graphic" cheat
LIKESNAILS—Unlock the "Butch Graphic" cheat
GOTMETAILS—Unlock the "Brick Graphic" cheat
OCTIEVIL—Unlock the "Mayor Graphic" cheat
BILLSGIRLS—Programmer's message + secret photo
RICHARDKIM—Error message + secret photo #2
BILLHUDSON—Unlock all trading cards, cheats and secret levels

## PRINCE OF PERSIA

*Passwords*
0676907S—Level 2
2B611065—Level 3
9211701S—Level 4
B7019105—Level 5
4630B13S—Level 6
6S903195—Level 7
7091419S—Level B
68B13685—Level 9
0141465S—Level 10
3271074S—Level 11
2661477S—Level 12
9B119464—Battle with Jaffar
B9012414—Ending

## PROJECT S-11

*Passwords*
FLLT—Mission 1
H0I3—Mission 2
31!F—Mission 3
SZPP—Mission 4
0Z37—Mission 5
GIZT—Mission 6
GFGF—Mission 7
V07T—Mission B

## RAMPAGE 2 UNIVERSAL TOUR

*Make Your Own Password*
To start at any stage with any character, choose "Password" from the main menu, then construct a password as follows
1) Enter one of the following as the first character of your password to choose which character you'd like to play as

| | |
|---|---|
| B—Curtis | H—Ralph |
| C—Boris | J—Myukus |
| D—Ruby | K—Pucous |
| F—George | L—Noobus |
| G—Lizzie | |

2) Enter one of the following as the second character of your password to choose which area you'd like to start in

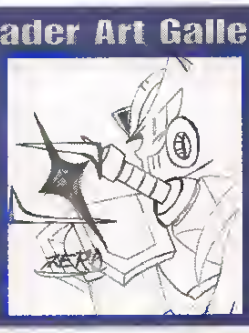
B—USA
C—Europe
D—Asia
F—Everywhere else
G—Outer Space

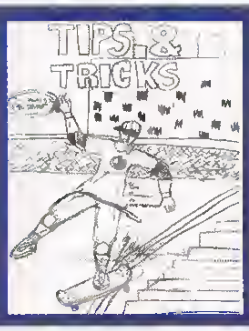
3) Enter any character *except* 4, 5, 6, 7, B, 9 and A as the third character of your password to choose which city you'd like to start in

## TIPS & TRICKS Reader Art Gallery

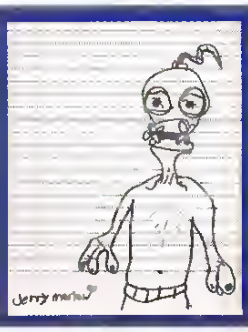


by Randy Rogers, Joaquin, TX


by Frank Caballero, Pomona, CA



by Jason Peralta, Seattle, WA


by Jerry Marlow III, Middlesex, NC

# Game Boy tips

Each area has 25 cities, enter B to choose the first city, C to choose the second, etc. all the way up to the number 3 which represents the 25th city in the chosen area
4 - B) Enter "B B B B N" as the fourth through eighth characters of your password
9) Now you're at the last character of the password, so all you need to do is to try each character—one at a time—until you find the one that "locks" the password into place with a checksum. If you get sent back to the main menu when you press **A**, your password is in place, so just choose "Start Game" to begin.

## READY 2 RUMBLE BOXING

*Unlock Hidden Boxers*
Enter any of the following codes below at the main menu. Make sure "Arcade Mode" is highlighted. You'll hear a special sound effect after correctly entering a code.
Unlock Kemo Claw—Press **Left, Left, Left, Right, Right, Right, Left, Right, Left, Right.**
Unlock Nat Daddy—Enter the code above, then press **Right, Right, Right, Left, Left, Left, Right, Left, Right, Left.**
Unlock Damian Black—Enter the code above, then press **Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left.**

## ROAD CHAMPS: BXS STUNT BIKING

*Password*
Q G F 7—Unlock all modes and most levels

## ROCKET POWER: GETTIN' AIR

*Unlock All Levels*
From the main menu, select "Password." At the password entry screen, press any of the following button combinations to start a game with all levels unlocked at the corresponding skill level
Skill 1—**Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Up, Up, Rrght, Down, Down, Right, Up, Up, Up, START**
Skill 2—**Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Up, Right, Up, Up, Up, Up, Up Right, Up, Up, Up, START**
Skill 3—**Up, Up, Up, Up, Right, Up, Up Up, Up, Up, Up, Up, Up Right, Up, Up, Up, Up, Up, Up Up, Up, Right, Up, Up Up, START**

## RUGRATS IN PARIS: THE MOVIE

*Password*
Q P R C H J N Y—First three park gates unlocked

## THE RUGRATS MOVIE

*Passwords*
B V B Y F J N D—Train Crash
T Q M M Y _ Q K—Hospital
R J D B C V R T—Light Woods
V N G B L J C V—Dark Woods
B J G S M V S H—Reptar Ride
L J T B W Q Q D—Ancient Ruins

## RUGRATS: TIME TRAVELERS

*Passwords*
M J N F L F V L—1800s Goldmine
F G Y P T L F V—Ancient Egypt
V T L V N T J S—Atlantis
J V R R V S J C—Jurassic
M F D J F V V L—Medieval
F V J R Y L F V—Fairytale
P J R V T F L V—Pirates!
C J R C V S L V—Big Top
S P V C F L F V—Outer Space
C Q Q K J F S S—Toy Palace North Wing
B V B Y R J C F—Wild West
C R V W L J N G—Toy Palace East Wing
P L V Y P F N S—Toy Palace South Wing
T Q Y B Q X F S—Toy Palace West Wing
T R V J N S F T—On the Moon
B V T H T J M F—Crane mini game
C F J N S T F R—Bell mini game
B V B Y G R Q W—Shooting mini game
W F V N N J N G—Egg mini game
P R F S F N T S—Ending

## SHAMUS

*Cheat Passwords*
Enter any of the following passwords to start at the corresponding stage with all keys in your inventory and 31 lives in reserve
5 G F 3 S G V 1 V—Level 1: The Laboratory
4 G F 3 S G V 1 T—Level 2: Shadow Studios
7 G F 3 S G V 1 X—Level 3: Abandoned L.A. Subway System
6 G F 3 S G V 1 V—Level 4: The Shadow's Lair Hotel and Casino

## SHREK: FAIRY TALE FREAKDOWN

*Password*
Z P M H L C M R Q—Unlock all characters

## SNOOPY TENNIS

*Password*
W W X R—Unlock all characters

## SPACE INVADERS (Game Boy Color version)

*Passwords*
C L S S 1 2 B 1 9 9 9 D B M—Classic Mode
W W Y X T C 2 N Q W 7 9 V Y—Venus
7 W Z 4 V C L N 4 W B 1 V ?—Mars
R S S N 3 Q J 7 B ? G J M C—Jupiter
W S P Z M S 0 B N 7 H B N F—Saturn
C V 1 ? Q W K G J 3 X B R 5—Uranus
H V 2 7 R W 1 G N 3 Y 0 R 7—Neptune
M V 7 H R C L H S 3 Z S R 9—Pluto

## SPIDER-MAN 2: THE SINISTER SIX

*Cheat Codes*
Enter any of these codes at the title screen
Unlock "Nightmare" difficulty level—**Up, Down, Right, A** (or **A, B, SELECT, Up, Right, Down**)
Play secret mini-game—**A, B, A, B, Down**
Infinite webbing—**Left, Down, B, Up**
Web kills enemies instead of immobilizing them—**Down, A, B, A**
Cheat Menu (stage select, infinite health, infinite webbing)—**B, A, Left, Down, Up, Right**

## SPONGEBOB SQUAREPANTS: LEGEND OF THE LOST SPATULA

*Cheat Code*
Choose "Continue" from the main menu and enter "D3BVG-M0D3" as your password. You will start the game with all of the items in your inventory. You will also find a new option called "Level Select" at the Pause Menu, this allows you to skip to any stage. Note that using this code may cause the game's graphics to become corrupt during normal gameplay or at the map screen.

## STAR TREK: THE NEXT GENERATION

*Mission Select*
Enter the cheat code "OVERRIDE" at the password screen. When Picard appears to send you on a mission, you can choose different assignments by pressing **Up** on the D-pad.

## STAR WARS: YODA STORIES

*Infinite Health*
At the title screen, press **B, A, Left, Right, A.** You won't hear any signal to confirm the code, but when you start the game, your health meter will always remain filled.
*Stage Select*
At the title screen, press **Up, Up, B, Down, A.** You won't hear any signal to confirm the code, but when you choose "New Game" at the main menu, a stage select menu will appear.

## STREET FIGHTER ALPHA

*Fight Akuma or M. Bison*
To fight Akuma as your first opponent, choose your fighter at the character-select screen. Then, when selecting Manual or Auto, hold **B + A** until the fight begins. To fight M. Bison instead, hold **SELECT + B + A** in the same way.

## STUART LITTLE: THE JOURNEY HOME

*Passwords*
Stick 'Em Up—Burger, Wrench, Pinwheel, Pinwheel
Ahoy There—Burger, Burger, Compass, Pinwheel
Flag Pole Position—Burger, Compass, Wrench, Wrench
Make it Snappy—Pinwheel, Compass, Burger, Pinwheel
Roadster Racing—Wrench, Wrench, Burger, Pinwheel
Up To His Neck In It—Pinwheel, Wrench, Compass, Pinwheel
Escape From Central Park—Burger, Wrench, Burger, Pinwheel

## TETRIS

*Start at Higher Levels*
Hold **Down** on the D-pad while turning the Game Boy on and continue to hold it until the game starts. When you choose a starting level, you'll begin 10 levels higher than the one you chose.

## TETRIS ATTACK

*Special Hard Mode*
Choose "1P" from the main menu and select a "Vs. Com" game. Choose "New Game" at the next menu, then—when the difficulty select screen appears—hold **Up + SELECT** and press **A**. Now you're playing in "Special Hard" mode.
*Extra Puzzle Mode*
Choose the "Password" option in Puzzle Mode and enter the password **J 0 1 J 0 0 6 0** (those are zeroes, not the letter "O".) Now you're playing against a new set of creatures in "Extra Puzzle" mode.
*Special Super Game Boy Borders*
If you're playing the game with the Super Game Boy on your Super NES, you can change the border by holding certain buttons at the title screen as follows:
Forest scene with Yoshi—Hold **Down** and press **A**
Caves and tower—Hold **Left** and press **A**
Tree scene—Hold **Up** and press **A**
Crazy cubes—Hold **Down** and press **START**
Cloud scene—Hold **Left** and press **START**
Moon with frame—Hold **Up** and press **START**

## TETRIS BLAST

*"Fight 2" Mode*
At the title screen, press **B** five times. Then press **START**, and the "Fight 2" Mode option will appear. You'll fight against all of the bosses.

## TETRIS DX

*Rising Pieces*
At any time during the game, you can make a falling piece rise back up to the top of the screen. (This trick will not work if the falling piece is a four-square block or a straight line of four blocks.) To do the trick with any other piece, hold **Left** until the falling piece touches the left side of the screen, then continue to hold **Left** and tap the **A** button as rapidly as you can. As the piece rotates, it will climb back up to the top of the screen. This also works on the right side of the screen if you hold **Right** on the D-pad and rapidly tap the **B** button.

## TONY HAWK'S PRO SKATER 2

*Passwords*
B S B L P T G B B B B V—All boards & levels unlocked
V I T I M B B B B B V V—Start with Tony Hawk and $81,910

## TOP GEAR POCKET

*Password*
Enter the password "Y Q X— % Z" to unlock all cars and earn gold trophies in all courses.

## TUROK 3: SHADOW OF OBLIVION

*Secret Passwords*
From the main menu, select "Options," then select "Password." Enter either of the passwords below:
Z X L C P M Z—Infinite Ammo
F J V H D C K—Infinite Lives

## V-RALLY EDITION 99 (a.k.a. V-RALLY CHAMPIONSHIP EDITION)

*Passwords*
F A S T—Unlock "Medium" courses in Arcade mode
F O O D—Unlock "Hard" courses in Arcade mode

## WACKY RACES

*Password*
Enter the password "M U T T L E Y" to unlock all of the secret characters and the "Crazy" Cup.

## WARIO LAND: SUPER MARIO LAND 3

*Change Game Stats*
Pause the game and press **SELECT** 16 times. A cursor will appear in the lower left corner. Hold **A** and **B**, then press **Left** or **Right** on the D-pad to move the cursor. Press **Up** or **Down** on the D-pad to change the numbers.

## WWF BETRAYAL

*Debug Mode Passwords*
At the title screen, select "Continue," then enter "4 2 3 2" as your password at the following screen. If you entered it correctly, a debug screen will appear where you can select any level, make yourself invincible and more.

## WWF WRESTLEMANIA 2000

*Championship Passwords*
Each of the following passwords will put you only two matches away from fighting against the last opponent of the game, Vince McMahon.
P K D Y—Last Password for Billy Gunn
C T F V—Last Password for Steve Austin
F T D 8—Last Password for The Rock
R C D D—Last Password for X-Pac

## X-MEN: MUTANT ACADEMY

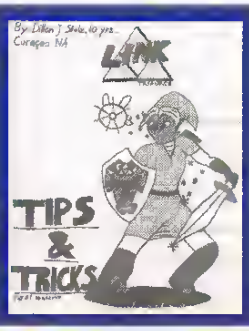
*Unlock Phoenix*
At the title screen, press **Down, Right, Down, Up, Left, Right, B, A.** If you entered the code correctly, you'll see a special message appear.
*Unlock Apocalypse*
At the title screen, press **Right, Left, Up, Down, Left, Up, B, A.** If you entered the code correctly, you'll see a special message appear.

## X-MEN: WOLVERINE'S RAGE

*Stage Skip*
At the title screen—when the words "Press Start" appear—press **Up, Up, Up, Up, Down, Down, Down, Down, Left, Left, Left, Left, Right, Right, Right, Right, B, A.** You'll hear a sound to confirm the code. Note: After you hear the sound, you must press **START** to advance to the main menu before the title screen fades or the code will not work. With this code in place, you can skip to the next stage at any time during the game by pressing **SELECT**.
*Alternate Costume*
At the title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A,** you'll hear a sound to confirm. When you start the game, Wolverine will appear in the brown costume he wore in the comics during the '80s.

## YARS' REVENGE

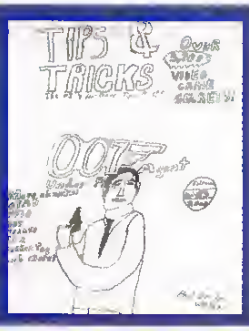
*Password*
Enter the passcode "O + O O" to start at any stage up to and including Level 240.



by Dillon J. Stolz, Curaçao? Miami? Chicago?



by Josh Barba, Watsonville, CA



by Skyler Walker, Las Vegas, NV



by Ben Booker, South Lake Tahoe, CA

### 4X4 EVOLUTION

*Start With $1,000,000*

At any time during gameplay, plug a Dreamcast keyboard into port D. If a message appears, just press **START** to return to the race. Now type the word "goldfinger" on the keyboard and you'll hear a special sound effect. Next, type "givememoneyordie" and you'll hear the same sound effect again. Finally, press **START** to pause the game, then select "Quit." Now when you start a new game in Career mode, you'll have $1,000,000.

### AERO WINGS 2: AIRSTRIKE

*Unlock Everything!*

At the "Game Select" screen, hold **L** + **X** and press **Y**. You'll hear a special sound effect upon entering this correctly, now all of the planes, maps and missions will be unlocked.

### ALIEN FRONT ONLINE

*Unlock All Stages*

Input "%!21?!!" as your name when the prompt appears. The second and last characters are a lowercase L, and the fourth and sixth characters are an uppercase I.

### BANGAI-O

*Level Select*

At the main menu, select "Start Game." Next, at the "Enter your initials" screen, press **Down, Down, Down, Down, Right, Down, Down, Down, Down, Right, Down, Down, Down, A**. Then select "Start Game" again. Now you can select any level by pressing **Right** or **Left** at the following screen.

*Secret Garden*

First, enter the previous code. At the level select screen, select "Exit," then select "Game Options." Next, select "Done." A new options menu called "Secret Garden" will appear.

### CRAZY TAXI

*Use the Rickshaw Bike*

At the character selection screen, highlight the character you would like to play as, then enter the following code very carefully:

Hold **L**, hold **R**, release **L**, release **R**

Hold **R**, hold **L**, release **R**, release **L**

Next, press **A** to confirm your cabbie, you'll hear a bicycle ring if you entered the code correctly.

*Another Day Mode*

At the character selection screen, move the cursor to the character you would like to play as. Press and release **R** once, then hold down **R** and press **A**. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

*No Arrows Mode*

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **R** + **START** and press **A**. Don't let go of **R** + **START** until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow usually at the top of the screen will never appear.

*No Destination Mark Mode*

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **L** + **START** and press **A**. Don't let go of **L** + **START** until the words "no destination mark" appear in the lower left corner of the screen. In this mode, the destination marker will never appear.

*Expert Mode*

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **L** + **R** + **START** and press **A**. Don't let go of **L** + **R** + **START** until the word "EXPERT" appears in the lower left corner of the screen. In this mode, both the destination marker and arrow will never appear.

*Alternate Views and Speedometer*

Plug a controller into port C, then press **START** on Controller C at any time during the game. Now you can use the following commands on Controller C:

- Press **Y** to switch the view to one of the "replay" type cameras like in the game's intro
- Press **B** to switch the view to inside the driver's seat
- Press **A** to return to the original view
- Press **X** five times to make a speedometer will appear at the lower right corner of the screen. Subsequent presses of the **X** button will toggle it on and off.

### CRAZY TAXI 2

*No Arrows*

At the character-select screen, highlight the cabbie you want to play as, press and release the **START** button, then press **START** again and hold it down while pressing **A** to lock in your choice. The words "no arrows" will appear in the corner of the screen. Now the arrow that points to your next turn will no longer appear.

*No Destination Mark*

At the character select screen, highlight the cabbie you want to play as, press and release the **Y** button, then press **Y** again and hold it down while pressing **A** to lock in your choice. The words "no destination mark" will appear in the corner of the screen. In this mode, your passenger's destination will only be identified by a single green line at ground level.

*Expert Mode*

At the character-select screen, highlight the cabbie you want to play as, press and release the **START** button, then hold **START** + **Y** and press **A** to lock in your choice. You'll see the word "EXPERT" appear in the corner of the screen. This code combines the effects of the "No Arrows" and "No Destination Mark" codes.

*Speedometer*

You need a second controller plugged into Port C to enter the remaining codes. At any time during a game, hold **START** and press **Up** five dimes on the D-pad using Controller C. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. To turn it off, just hold **START** and press **Up** on Controller C again.

*Alternate Camera Angles*

Use the following button combinations on Controller C to change the camera angle at any time during the game:

- Hold **START** and press **X** on Controller C to get a rotating camera that moves clockwise around your vehicle. Hold **START** and press **X** again to make the camera rotate counterclockwise.
- Hold **START** and press **Y** on Controller C to switch to a camera that follows you from a fixed location and switches to various fixed locations as you drive around. In this mode, you can tilt the camera by pressing **Up** and **Down** on the D pad on Controller C.
- Hold **START** and press **B** on Controller C to toggle between three additional camera angles. One is a first-person view through the windshield of your cab, one is a close up view of your passenger's face and one is a low-angle "street" camera. While using the low angle camera, you can use the D pad on Controller C to switch between the following three views:

**Left**—Just behind the left front tire

**Right**—Just behind the right front tire

**Up**—Very low right in front of the vehicle

- Hold **START** and press **A** on Controller C to return to the default view.

*Blue Arrow*

If you hold **START** and press **L** on Controller C during a game, the arrow that points to your destination will be blue instead of green. Unlike the green arrow—which simply points to the next turn you should take—the blue arrow points directly to the destination mark, even if there's a huge obstacle or impassable chasm between you and your goal.

### DRACONUS: CULT OF THE WYRM

*Cheat Codes*

At the title screen, press **X, Y, Y, X, X, Y, Y**. You'll hear a special sound effect after entering it correctly. Then, during gameplay, press **START** to pause and enter any of the codes below:

Restore Health—Hold **L** + **R** and press **Left**

Level Skip—Hold **L** + **R** and press **Down**

Super Code—Hold **L** + **R** and press **Right**.

### EXPENDABLE

Secret Codes

Enter each of the following codes during a game as follows: Press **START** to pause the game, input the code, then press **START** again to unpause. After successfully entering a code, a confirmation will appear at the bottom of the screen after unpausing the game. To access the level select, you must return to the main menu after entering the code.

1st Person View—**L, Left, R, Right, X, X, Down, Down, R, L**

Invincibility—**Up, Down, Left, Right, X, Up, Down, Left, Right, Y**

More Grenades—**Down, Down, Down, Down, Down, Up, Up, Up, Up, R**

More Lives—**A, B, X, Y, L, R, Up, Down, Left, Right**

More Credits—**A, B, Left, A, B, Right, B, A, Down, R**

Level Select—**Up, Down, Up, Down, Up, Down, Left, Right, Right, Y**

Level Skip—**Y, Y, X, X, L, R, Down, Down, Up, Up**

Watch Ending—**L, R, L, R, Left, Right, Left, Right, Y, X**

### F355 CHALLENGE: PASSIONE ROSSA

*Extra Courses*

At the "Options" menu, hold down **X** + **Y**. When you do this, a new menu item, "Password" will appear. While still holding **X** + **Y**, move the cursor to "Password" and press **A**. At the following screen you may enter any of the passwords below. Note the upper and lowercase letters in each of the words.

CinqueValvole—Unlock Fiorano

LiebeFrauMilch—Unlock Nurburgring

Stars&Stripes—Unlock Laguna Seca

KualaLumpur—Unlock Sepang

DaysofThunder—Unlock Atlanta

### FIGHTING FORCE 2

*Stage Select*

At the title screen, press **Left, Up, X, Up, Right, Y**. You'll see the screen flash after inputting the code correctly. Choose "Start Game," and a level-select menu will appear.

### GIGA WING 2

*Unlock All Gallery Images and Secret Options*

At the main menu, select "Gallery," then press **Up, X, Y, X, Down, Y, X, Y, Y**. If you entered the code correctly, you'll see all the gallery images appear immediately.

### GRAND THEFT AUTO 2

*Cheat Codes*

Before you begin a game, change your name to any of the following ones below. You won't be able to see that you've entered most of these correctly until you start a game.

MUCHCASH—Start with $500,000

ULTIMATE—Start with $9,999,999

BIGGUNS—Start with all weapons

BIGCATS—Start with 99 lives

SESAME—Unlock all levels

INFINITY—Infinite energy

LAWLESS—No police

DBLWAMMY—Start with infinite Double Damage power-up

SCOOBYDO—Start with infinite invisibility

BIGFRIES—Start with Stun Gun & infinite ammo

TOASTIES—Start with Flame Thrower & infinite ammo

WOUNDED—Blood splats

ALLFREND—Max respect for all gangs

ERRHUH—All pedestrians are Elvis

LOSTTOYS—Retain weapons even if you get arrested or die

### HIDDEN AND DANGEROUS

*Unlock Cheats & All Missions*

From the main menu, select "Start Game." Next, enter "RVLL" as your name (the second "L" should be flashing) and press **A**. If you entered the code correctly, the name should become erased automatically. Now press **B** to return to the main menu. You'll see the text "ALL MISSIONS" appear at the bottom of the menu. If you press **START** during gameplay, you'll see a new item called "Cheats" within the pause menu.

*More Cheats*

These cheats will require the use of a keyboard. First, select "Start Game" from the main menu. Next, enter "IWILLCHEAT" as your name and continue the game setup as normal. Now you can enter any of the following codes at any time during gameplay. You'll hear a special sound effect after inputting each one. Remember, you must use the Dreamcast keyboard to type in these codes and you won't be able to see what you are typing as you do it.

enemyb—Toggle enemy view backward

enemyf—Toggle enemy view forward

resurrect—Resurrect dead teammates

funnyhead—Big heads

debugdrawwire—Alternate graphics mode

### THE HOUSE OF THE DEAD 2

*Display Score*

At the title screen—when the words "Press Start" appear—press **Left, Left, Right, Right, Right, Left, Right, START** on the D-pad. When you begin a game, your score will be displayed at the top of the screen.

### HYDRO THUNDER

*Four Second Boost + Super Start*

At the beginning of any race, hold **L** before the countdown begins. When you see the number "3" on the screen, release **L** and hold **R**. When "2" appears, release **R** and hold **L**. When "1" appears, release **L** and hold **R** again. You'll get a four-second boost and a fast start when the race begins.

### INCOMING

*Cheat Menu*

At the main menu, press **Up, Down, Left, Right, X, Up, Down, Left, Right, Y**. A new cheat menu will immediately appear.

### KAO THE KANGAROO

*Secret Codes*

At any time during gameplay, press **START** to enter the pause menu, then select "Back to Map." Next, enter any of the following codes at the map screen that appears. You'll hear a special sound effect after entering a correct code.

Unlock all stages—Hold **L** + **R** and press **Up, Down, Right, Left, Up, X**

Add one glove to your inventory—Hold **L** + **R** and press **Down, Right, Left, Down, A**

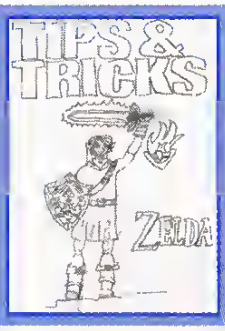
## TIPS & TRICKS Reader Art Gallery



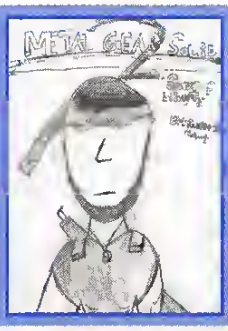

by Michael Vega, Houston, TX




by Johnathan Shelton, Ventura, CA




by Nik Eyous, Gallup, NM




by Austin Harbaugh, Cottonwood, CA

## THE LAST BLADE 2: HEART OF THE SAMURAI

*Secret Characters*

Enter any of the following codes at the character select screen

Kouryu—Highlight Yuki and press **X** 19 times You'll hear a voice to confirm the code, then press **A**

Hagure—Highlight Akari and press **X** 17 times, then pause for two seconds and press **X** again You'll hear a voice to confirm the code, then press **A**

Alternate Kaede—Highlight Kaede and press **X** 14 times You'll hear a voice to confirm the code, then press **A**.

Shigen with Kotetsu—Highlight Shigen and press **X** 17 times You'll hear a voice to confirm the code, then press **A**.

## LEGACY OF KAIN: SOUL REAVER

*Secret Codes*

At any time during the game, press **START** to pause, then enter any of the following codes for different effects You may also hold **R** instead of **L** in the codes below You'll hear a special sound effect to confirm each code, and they will take effect as soon as you unpause the game

Restore Health—Hold **L**, press **Down, B, Up, Left, Up, Left**

Lose Health—Hold **L**, press **Left, B, Up, Up, Down**

Max Health—Hold **L**, press **Right, B, Down, Up, Down, Up**

Restore Magic—Hold **L**, press **Right, Right, Left, Y, Right, Down**

Max Magic—Hold **L**, press **Y, Right, Down, Right, Up, Y, Left**

All Abilities—Hold **L**, press **Up, Up, Down, Right, Right, Left, B, Right, Left, Down**

Fire Reaver—Hold **L**, press **Y, Right, Down, B, Up**

Aerial Reaver—Hold **L**, press **A, Right, Up, Up, Y, Left, Left, Right, Up**

Kain Reaver—Hold **L**, press **A, B, Right, Y, Left, Left, Right, Up**

Fire Glyph—Hold **L**, press **Up, Up, Right, Up, Y, X, Right**

Force Glyph—Hold **L**, press **Down, Left, Y, Down, Up**

Stone Glyph—Hold **L**, press **Down, B, Up, Left, Down, Right, Right**

Sound Glyph—Hold **L**, press **Right, Right, Down, B, Up, Up, Down**

Water Glyph—Hold **L**, press **Down, B, Up, Down, Right**

Sunlight Glyph—Hold **L**, press **Left, B, Laft, Right, Right, Up, Up, Left**

## LOONEY TUNES SPACE RACE

*Secret Codes*

At the main menu, select "Options," then select "Cheats " At the next screen, you may enter any of the following codes The screan will flash green and you'll hear a special sound effect after entering a correct code

C H E E S F I S H—Unlock everything

S U C C O T A S H—No Gags

D U C K A M U C K—Infinite Turbo

S A M R A L P H—Mirrored courses

## MAG FORCE RACING

*All Tracks & Vehicles*

At the main menu, hold **X + Y** and press **Up, Left, Down, Right, Right, Up, Down, Right** If you entered the code correctly you'll hear a special sound effect.

## MAT HOFFMAN'S PRO BMX

*Secret Codes*

At any time during gameplay, press **START** to pause the game, then enter any of the following codes You'll see the pause menu shake left to right after entering a correct code

Hold **L** and press **X, Up, B A**—Add eight minutes to your remaining time

Hold **L** and press **Left, B, X, Y, X, B, A**—Display balance meter

**Hold L** and press **Left, Down, Y, B, Up, Left, Y, X**—Infinite Special meter

## MDK 2

*Alternate Costume for Kurt*

At the title screan, hold **L + R** and press **X, X, Y, X** You won't get any special confirmation, but after you start a new game and complete the first scenario, Kurt will appear without his coil suit.

*Alternate Camera Setting*

During gameplay, press **START** to pause, then hold **L + R** and press **B, A, B, A**. The new camera setting will take effect after you unpause the game To return to the original camera setting, enter the code again

## MORTAL KOMBAT GOLD

*Cheat Menu*

At the title screen, quickly press **Up, Up, Down, Down, Left, Left, Right, Right** You should hear a low chuckle after pressing **Down** the second time, then Shao Khan will say "Outstanding" if you complete the code quickly enough Next, press **START** to reach the main menu, then press **Block + Run (L + R** in the default control configuration) simultaneously to access the cheat menu

*Secret Characters*

With the above code in place, access the character select screen, move the cursor to "Hidden," then enter any of the following codes to play as a secret character.

Sektor—Hold **Block + Run**, press **Up, Up, Up, Up, Left, Left, Left**, then press **A, B, X,** or **Y**

Goro—Hold **Block + Run**, press **Up**, then **Left**, then press **A, B, X,** or **Y**

Noob Saibot—Hold **Block + Run, press Up, Up, Up, Left, Left, Left**, then press **A, B, X,** or **Y**

*View Character Bio Screens*

Enter the Kombat Theater screen from the Options menu You can view the biography screen for each character by highlighting the corresponding photo and pressing the **R** button This code works whether you've unlocked a particular movie sequence or not.

*Kombat Kodes*

When playing a two-player "vs " game, you can activate various effects by pressing certain combinations of buttons at the versus screen For each code, the first digit corresponds to the number of times the **Low Punch** button must be pressed The second digit corresponds to the Block button and the third digit corresponds to the Low Kick button Both players must input the same code completely before the versus screen fades out for it to work properly The name of the code will be displayed at the beginning of the match if it was entered correctly

001—Unlimited Run

323—Kombat Zone Church

343—Kombat Zone The Netherealm

353—Kombat Zone Soul Chamber

363—Kombat Zone Ledder7

321—Big Head Mode Active

111—Free Weapon

100—Throwing Disabled

444—Armed and Dangerous

666—Silent Kombat

050—Explosive Kombat

222—Random Weapons

123—No Power

555—Many Weapons

002—Weapon Kombat

012—Noob Saibot Mode

020—Red Rain

010—Maximum Damage Disabled

110—Throwing and Max. Damage Disabled

011—Kombat Zone Goro's Lair

022—Kombat Zone The Well

033—Kombat Zone Elder Gods

044—Kombat Zone The Tomb

055—Kombat Zone Wind World

066—Kombat Zone Reptile's Lair

101—Kombat Zone Shaolin Temple

202—Kombat Zone Living Forest

303—Kombat Zone The Prison

313—Kombat Zone Ice Pit

## NBA 2K

*Codes*

Enter any of the following codes at the "Codes" screen from the "Options" menu

D E V D U D E S—Unlock Insomniacs Teams

M O N S T E R—Enable Huge Players

L I T T L E G U Y—Enable Micro Players

D O U G H B O Y—Enable Doughboy Players

S Q U I S H Y—Enable Squished Players

F A T H E A D—Enable Giant Heads

B I G F O O T—Enable Big Feet

B E A C H B O Y S—Enable Huge Basketball

C O A C H O U C H—Enable Ouchy Coaches

H I M O M—Secret Message

## NBA 2K1

*Secret Codes*

Enter any of the following codes at the "Codes" screen from the "Options" menu

v c—Unlock threa "Superstars" teams

h e l i u m b r a i n—Enable giant heads

a l i e n b r a i n—Enable monster players

t v l r u s—Enable infected players

s o h a p p y—Enable happy players

w h a t a m i s a y i n g—Enable crazy commentary

b e t h e b a l l—Enable basketball camera

r a d i c a l—Enable cool looks

t h e 7 0 s l i v e—Enable hip clothes

## NBA HOOPZ

*Match-Up Screen Codes*

At the match-up screen just before the tip-off—when the announcer says, "Today's match up..."—enter any of the following codes to gain different abilities and power-ups. Each code consists of three numbers and a direction, the numbers represent the number of times you need to push the **X, A** and **B** buttons (from left to right) to change the symbols at the bottom of the screen, then you "lock in" the code by pointing the D-pad or joystick in the direction indicated For example To enter the "Infinite Turbo" code (3-1-2-Up), press the **X** button three times, the **A** button once and the **B** button twice, then press the D pad or joystick **Up** A message will appear to confirm if you've entered a code properly Note Some codes must be "agreed" to (entered by all players) in order for them to take effect You can also enter the third number in each code by pressing the **Y** button instead of **B**

3-1-2-Up—Infinite turbo

4-4-4-Left—No goaltending

2-2-2-Right—No fouls

0-1-1-Down—Show shot %

1-1-0-Down—Show hotspot

3-0-1-Up—No hotspots

1-2-1-Left—Granny shots

3-2-0-Left—Street court

0-2-3-Left—Beach court

1-1-1-Right—ABA ball

0-2-4-Right—Away uniform

0-1-4-Right—Home uniform

3-0-0-Right—Big heads

5-4-3-Left—Tiny players

3-3-0-Left—Tiny heads

## NHL 2K

*Big Head Mode + Unlock Black Box Team*

Plug a controller into port D and turn on the game When the Black Box logo appears before the title screen, hold **L + R** and quickly press **B, B, X** After inputting it correctly, you'll hear a voice say "Oh, Black Box baby" When you start a game, all the players except for goalies will have big heads Additionally, the secret Black Box team will become selectable

## NIGHTMARE CREATURES 2

*Cheat Menu*

At any time during gameplay, press **START** to pause, then hold **L + R** and press **Left, B, X, Left, B, X, Left, B, X, A, X**. If you enter the code correctly the "Cheats" menu will immediately appear

*Full Health*

At any time during gameplay, hold **X + Y** and press **B** to restore all your health

## OOGA BOOGA

*Secret Codes*

At the main menu, select "Options," then select "Codes " Now enter any of the following codes

k a b o o m—Unlock Mine spell

s t r i k e a m a t c h—Unlock Fireball spell

d o d g e t h i s—Unlock Homing Head spell

k i l o w a t t s—Unlock Lightning spell

s t o r m y w e a t h e r—Unlock Lightning Cloud spell

b l o w h a r d—Unlock Tornado spell

a h o u s e d i v i d e d—Unlock Abe Kahuna

s a l m o n m o u s e—Unlock Death Kahuna

d o t h e h u s t l e—Unlock Disco Kahuna

h e i g h t c h a l l e n g e d—Unlock Dwarf Kahuna

b l a r n e y s t o n e—Unlock Leprechaun Kahuna

w a r e z w r o n g—Unlock Pirate Kahuna

s e c r e t i d e n t i t y—Unlock Superguy Kahuna

p o r k c h o p—Unlock Boars

i d o l a t r y—Unlock Tikis

a v i a r y—Unlock Birds

s a d d l e u p—Unlock Rodeo ruleset

t r i c k s h o t—Unlock Boar Polo ruleset

i c h e a t—Unlock Level Two Kahuna Masks

t h e r e f o r e i a m—Unlock Level Three Kahuna Masks

s o v e r y v e r y—Unlock Level Four Kahuna Masks

w e a k a n d s a d—Unlock Level Five Kahuna Masks

## PHANTASY STAR ONLINE

*Extra Costumes*

At the main menu, select "New Game " At the Character Creation screen, select "Character Name," then enter one of the names below that corresponds to the character type you selected After entering the name correctly, you'll hear a special sound effect; additional costumes will now be available for your character Also, the "Character Name" field will still be blank after entering the code

K S K A U D O N S U—HUmar

M O U E O S R H U N—HUnewearl

R U U H A N G B R T—HUcast

S O U D E G M K S G—RAmar

M E I A U G H S Y N—RAcast

N U D N A F J O O H—RAcaseal

D N E A O H U H E K—FOmarl

A S U E B H E B U I—FOnewm

X S Y G S S H E O H—FOnewearl

## PLASMA SWORD

*Secret Characters*

At the character-select screen, press the following button combinations to temporarily unlock the corresponding character

Kaede—Move the cursor to Rain, then press **Down, Down, Left, Left, Up** Kaede will appear in the upper left corner.

Rai-On—Move the cursor to Byakko, then press **Up, Down, Left, Left, Right, Left, Up** Rai On will appear in the upper right corner

## RAZOR FREESTYLE SCOOTER

*Unlock Everything*

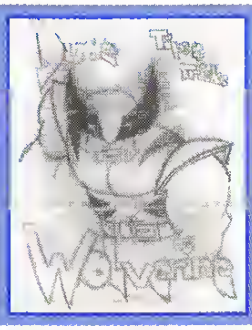
At any time during gameplay, press **START** to pause the game, then press **Right, Down, Right, Left, Right, Up, Right, Right** A message will appear at the top of the screen to confirm You may have to quit the current game to observe all of the unlocked items



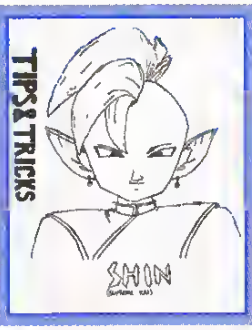

by James Odom, Perry FL




by Ian Manter, Moreno Valley, CA




by Hugo Garcia, Houston, TX




by Tim Huffman, Frostburg, MD

### READY 2 RUMBLE BOXING

*Access Special Classes + Unlock All Boxers*

Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game In Championship mode You'll be able to begin the championship at the specified class with all of the boxers available to you Note the spaces between words

RUMBLE POWER—Bronze Class In Arcade Mode, Kemo Claw is also unlocked

RUMBLE BUMBLE—Silver Class In Arcade mode, Kemo Claw and Bruce Blade are also unlocked

MOSMA!—Gold Class In Arcade mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked

POD 5I—Champ Class In Arcade mode, all boxers are also unlocked

*Two Player Ring Codes*

In two-player arcade mode, you can choose which ring you'd like to fight in The first player must hold the following button combinations down while both players select a boxer

**R**—Championship arena

**L**—Two tier arena

**R + L**—Gym

*Change Costume Colors*

At the boxer selection screen, press **X + Y** simultaneously to change the currently selected boxer s colors

### READY 2 RUMBLE BOXING: ROUND 2

*Secret Codes*

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character select screen You'll hear the bell ring to confirm each code, if you can't get a code to register, don't press any buttons for about ten seconds and try again Some of these codes remain in place until you turn the Dreamcast off, while others will only affect the first fight that takes place after the code is entered

Unlock all boxers and special outfits—Press **Left, Left, Right, L, Left, Right, Right R, R, L** Press the **X** button to cycle through each fighter's different outfits

Faster gameplay—Press **Right, Right, Up, Down Right,** then **R** four times, then **L**

Hyper speed mode—Press **Left, Left, Down, Up, Down, Right, Right,** then **R** 19 times, then **L**

Christmas boxing ring—Press **Right, Up, Down, Down, Down,** then **R** eight times, then **L**

Thanksgiving boxing ring—Press **Right, Up, Down, Down, Down,** then **R** seven times, then **L**

Halloween boxing ring—Press **Right, Up, Down, Down, Down** then **R** six times, then **L**

Independence Day boxing ring—Press **Right, Up, Down, Down, Down,** then **R** five times, then **L**

Easter boxing ring—Press **Right, Up, Down, Down, Down,** then **R** four times then **L**.

St Patricks Day boxing ring—Press **Right, Up Down, Down, Down, R, R, R, L.**

Valentine's Day boxing ring—Press **Right, Up, Down, Down, Down, R, R, L**

New Year's Day boxing ring—Press **Right, Up, Down, Down, Down, R, L.**

See the Ending—Press **Right, Right, Right, Down, R, L,** then exit to the main menu if you're not already there

Championship fight vs Rumbleman—Press **L, Down, Right, Up, Left,** then **R** six times, then **L** then **R, R, L**

Zombie boxer—Press **Left, Up, Right Down, R, R, L.**

Big gloves—Press **Left, Right, Up, Down, R, L**

Extra fat boxer—Press **Right, Right, Up, Down, Right R, R, L.**

Extra thin boxer—Press **Right, Right, Up, Down Right, R, L.**

Extra camera angles—Press **R** 20 times, then **L,** then **R,** then **L,** then **R** 21 times, then **L,** then **R** 18 times, then **L,** then **R** nine times, then **L,** then **R** 14 times, then **L** then **R** five times, then **L, Left, Right, Up, Down, L.** Unlike the above codes, you'll hear an explosion and the word "RUMBLE!" when you enter this one correctly Now start a game and press **START** to pause, you'll find 15 new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons.

*Instant Rumble Mode*

At any time during a match, enter any of the following codes to instantly fill up your "RUMBLE" meter

**Level 1—R, L, Down, Up, Up, Left, R, R, R, L**

**Level 2—R, R, L, Down, Up, Up, Left, R, R, R, R, L**

**Level 3—L, R, R, L, R, L, R, R, R, R, L, Left, Right, Up, Down**

These codes can also be entered while the game is paused, while either boxer is knocked down or even when your fighter is staggering and about to fall

### RESIDENT EVIL 2

*Unlimited Ammo*

At any time during gameplay, press **B** to enter the Status Screen, then, press **Up, Up, Down, Down, Left, Right, Left, Right, R** The number representing remaining ammunition for your weapons will change to the infinity symbol immediately after entering the code correctly

### SAMBA DE AMIGO

*Random Mode*

At the "Mode Select" screen, hold **Down** on the D pad for about five seconds The difficulty mode will automatically select "Random"

*Super Hard Mode*

At the "Mode Select" screen, hold **Up** on the D-pad for about five seconds The difficulty mode will automatically select "Super Hard "

### SEGA RALLY 2

*30 FPS Mode*

At the title screen, press **Up, A, Down, Down, Left, Right, B, B Up** You'll hear a sound effect to confirm During races, the game's maximum "frame rate" will be reduced to a constant level (In general terms, the animation of objects and backgrounds appears smoother when a game's "frame rate" is higher; however, the frame rate may drop when there are too many objects on the screen )

*Remove Effects and Backgrounds*

At the title screen, press **Up, A, Down, Down, Left, Right, B, B, Down** You'll hear a sound effect to confirm During races, all background objects—like animals and people—will be removed, as well as some graphics effects like splashing mud Thus helps the frame rate to stay at a higher level.

### SLAVE ZERO

*Invincibility*

In the middle of a game, hold **L + R** and press **B** on the controller plugged into port B You'll hear a special sound effect and the words "God Mode Enabled" will appear on the screen Repeat the code to disable it.

*Extra Items*

At any time during a game, hold **L + R** and press the **X** button on the controller plugged into port B Five items will materialize in front of you Repeat this code whenever necessary

*Reduce Enemy Attacks*

At any time during a game, hold **L + R** and press **A** on the controller plugged into port B You'll hear a special sound effect and the words "Al Firing Disabled" will appear on the screen Now the enemies are less aggressive Repeat the code to disable it

### SONIC ADVENTURE

*Hidden Chao Puzzle VMU Game*

Connect a controller with a VMU in its first slot to port D before turning on your Dreamcast with Sonic Adventure installed You'll be able to play a hidden VMU game called *Chao Puzzle* on that controller when you start a game

### SOUL FIGHTER

*Secret Codes*

At the title screen, hold **Left + Y** Continue to hold these buttons until "Start" and "Options" appear on the screen Then, enter the "Options" screen and select "Exit " Instead of exiting back to the main menu, the "Enter Code" screen will appear At this point you may enter any of the codes below After entering a correct code you'll hear a special sound effect.

Extra energy—A B X X Y A

Max. weapons—X A A Y B B

Level 2—A A B X Y A

Level 3—X A Y A A B

Level 4—Y Y B A X A

Level 5—B A B X X Y

Level 6—X A X B Y Y

Level 7—A B X B Y B

Level 8—Y B B A X Y

Level 9—B Y A A X B

Level 10—X A B B A X

Level 11—Y B Y X A B

Level 12—X B A X B Y

### SPACE CHANNEL 5

*Auto Play Mode*

At any time during gameplay, hold **L + R** and press **Up, Left, A, Left, A, Down, Right, B, Right, B** If you entered the code correctly, the computer will play the game perfectly for you

### SPEED DEVILS

*Cheat Codes*

Enter the following codes at any time during a game The words "Cheat Code Notification" will appear on the screen after entering a correct code

Unlock cars and tracks—**B, Right, B, Right, Up, B Up**

Infinite nitro—**Down, Up, Down Up, A, X, A**

Skip current class (Championship Mode only)—**Down, Right, Down, Right, A, X, A**

Gain $100 000 (Championship Mode only)—**A Right, A, Right, Up, B, A**

### SPIDER-MAN

*Cheat Codes*

Enter any of the following codes at the "Cheats" menu from within the "Special" menu You'll receive special confirmation after entering a correct cheat code Note the spaces in some of the cheats

WEAKNESS—Full health

LEANEST—Unlock everything

ADMNTIUM—Invulnerable

GLANDS—Unlimited webbing

EGOTRIP—Pulsating head

STICKMAN—Stick Spidey

FUNKYTWN—Toon Spidey

SECRTWAR—Symbiote Spidey costume

MIGUELOH—Spidey 2099 costume

TRISNTNL—Captain Universe costume

SYNOPTIC—Spidey Unlimited costume

XILRTRNS—Scarlet Spider costume

KICK ME—Amazing Bag Man costume

MRWATSON—Peter Parker costume

SM LVIII—Quick Change costume

CLUBNOIR—Ben Reilly costume

ROBRTSON—Storyboard Viewer

KIRBYFAN—Game comic covers

MME WEB—Level select

FANBOY—Comic collection

CINEMA—Movie Viewer

RGSGLLRY—Character Viewer

### STAR WARS: DEMOLITION

*Secret Passcodes*

At the main menu, select "Options," then select "Preferences " Next, press **L + R** and a passcode entry interface will appear Now you can enter any of the items below You won't receive any special confirmation after entering the first code, but at the Choose Contestant screen that appears before you start a game, all four of the previously locked characters will become available, plus Darth Maul, Boushh and Lobot.

WATTO_SHOP—Unlock characters

SAD_MOVIES—Watch some movies

MOVIE_SHOW—Watch more movies

### STAR WARS EPISODE I: JEDI POWER BATTLES

*Jedi Power Battle Mode*

First, make sure there are two controllers plugged into the Dreamcast console Next, at the main menu, select "New Game," then select "2 Player " Afterward, at any time during gameplay, on the first player's controller hold **R + X + Y + B** and press **A**. If you entered the code correctly, the text "Jedi Power Mode On!" will appear Now each player can damage the other with their own attacks You may enter the code again to disable its effects

*Radar Map*

At any time during gameplay, press **START** to pause, then press **Up, Down, Up, L, R, L** A radar will instantly appear at the top of the screen

*Warp to Last Checkpoint*

At any time during gameplay, press **START** to pause, then press **L, R, L, L, R, R, L, R, R, L** You'll be instantly transported to the last checkpoint you reached

### STREET FIGHTER ALPHA 3

*Play as Shin Akuma*

At the character selection screen, move the cursor to Akuma, then hold **START** and press **A**

### STREET FIGHTER III: DOUBLE IMPACT

*Extra Options*

From the main menu of either *Street Fighter III* or *Street Fighter III 2nd Impact*, hold **L + R** move the cursor to "Option," then press **START** Next, without letting go of **L + R**, press **Left, Left X, X Right, Right, Down, Left, Left, Y, Y, Right Right, Down, Left, Left, X, Y, Right, Right, Down, Left, Left, Y, X, Right, Right** If you input the code correctly, a new item called "Extra Option" will appear

### STRIKER PRO 2000

*Unlock All Teams*

At the main menu, press **Up, Up, Right, Right, Y, Y, Y** If you entered the code correctly, the Infogrames logo in the lower right corner of the screen will zoom in and out

*Manual Ball Control*

At any time during gameplay, press **START** to pause the game, then press **Up Up Down, Down, Left Left, Right, Right, L, L, L, R, L, R, L.** If you do this, the cursor will move through a few different menus, but don't worry You'll hear a special sound effect after entering it correctly Now, after pressing **START** again to unpause, you may hold down **L + R** and press **Left** or **Right** at any time to change the direction of the ball

### TEST DRIVE 6

*Secret Codes*

From the main menu, select "Race Menu" and enter any of the following codes as your name You'll receive no special confirmation from the game after entering a correct code The codes will still be in effect even if you back all the way out to the main menu

E R E R T H—Unlock all tracks

D F G Y—Unlock all cars

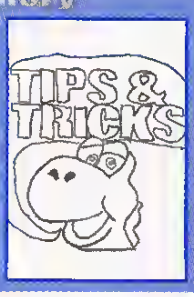
## TIPS & TRICKS Reader Art Gallery



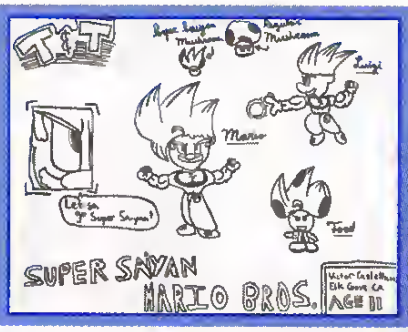
by Geoffrey Daigle, Hanson, MA



by Adam Hruska, Fremont, NE




by Sammy Arechar, Milwaukee, WI




by Victor Castellanos, Elk Grove, CA

P O I O P—Unlock all Challenges
R F G T R—Unlock "Stop The Bomber"
F F O E M I T—Freeze time limit
A K J G Q—6,000,000 credits

### TEST DRIVE LE MANS

*Secret Codes*

From the main menu, select "Championship," then select any class, any car and any difficulty. Next, at the "Name Entry" screen, enter any of the following codes as your name. You may have to return to the main menu to see some of the codes' effects.

G O O Z—Unlock all tracks
C A R N A G E—Unlock all Championship Classes
M O N S T A—Unlock all cars

### TIM MOTORSPORTS HARDCORE HEAT

*Secret Codes*

Enter any of the following codes at the Mode Select screen. You'll hear a special sound effect after entering a correct code.

Unlock LE 2001—**Y, X, Right, Left, Right, Left, Down, Down, Up, Up**
Unlock T4 jet aircraft—**Left, Right, Down X, X X, X**
Random weather in Time Attack—**R, X, X, X, X, X, X, X, Y, Y, Y, Y, Y, Y, Y**

### TOKYO EXTREME RACER

*Max Speed Display*

In Quest mode, at the "Assist" screen just before beginning a race, press **Y** and you'll hear a special sound effect. During the game, your maximum speed ("P") and the Rival's maximum speed ("R") will be displayed at the top of the screen.

*Other Car Mark*

In Quest mode, at the "Assist" screen just before beginning a race, press **L** or **R** to toggle the "Other Car Mark," which simply will display a yellow arrow labeled "O" above all non rival cars you'll encounter.

### TOM CLANCY'S RAINBOW SIX

*Secret Codes*

At any point during gameplay you may enter any of the codes below. You'll hear a special sound effect and see a message in the lower left corner of the screen after entering a correct code. You may enter any code twice to disable its effects.

Clodhopper Mode—Hold the analog joystick **Left** + the D pad **Down** and press **B**
Rude Mode—Hold the analog joystick **Down** + the D pad **Down** and press **B**
Turn Victory Conditions Off—Hold the analog joystick **Up** + the D-pad **Down** and press **B**
Team God Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **A**
Avatar God Mode—Hold the analog joystick **Up** + the D-pad **Down** and press **A**
Heavy Breathing Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **A**.
Mega Head Mode—Hold the analog joystick **Left** + the D pad **Down** and press **X**
Big Head Mode—Hold the analog joystick **Up** + the D pad **Down** and press **X**
Stumpy Mode—Hold the analog joystick **Left** + the D pad **Down** and press **Y**
Side Scroller Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **Y**
Turn Brains Off—Hold the analog joystick **Up** + the D-pad **Down** and press **Y**
Polska Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **X**

### TOMB RAIDER CHRONICLES

*Special Features*

At any time during gameplay, press **START** to enter the pause menu, then select "Inventory." Next, move the cursor to "Timex-TMX" and press **A**. A statistics screen will appear. Now hold the **Y** button until the item next to "Secrets Found" reads "36/36". Next, exit to the title screen by returning to the pause menu and selecting the corresponding option. When you look in the "Options" menu, a new item called "Special Features" can be found.

*Level Select*

By holding down various button combinations at the main menu, you may start at different levels in the game. In order to successfully input each code, hold down the corresponding button combination until the game starts loading. You do not need to select any of the menu items.

The Base—Hold **L + R + Down**
Gallows Tree—Hold **L + R + Left**
The 13th Floor—Hold **L + R + Right**

### TONY HAWK'S PRO SKATER

*Secret Codes*

At any time during gameplay, press **START** to pause, then enter any of the codes below. If you input a code correctly, the pause menu will shake back and forth. If you cannot see the code's effects immediately, you will have to return to the main menu and continue your game. For the "Unlock levels" code, you will still be able to enter a level even if it appears locked.

Unlock levels, boards, videos & Officer Dick—Hold **L** and press **B, Right, Up, Down, B, Right, Up, X, Y**
Unlock levels—Hold **L** and press **Y, Right, Up, X Y, Left, Up, X, Y**
Infinite Special—Hold **L** and press **A, Y B, Down, Up, Right**
Big head mode—Hold **L** and press **X, B, Up, Left, Left**
Slow motion—Hold **L** and press **X, Left, Up, X, Left**
Unlock "Skip to Restart" in pause menu—Hold **L** and press **X, B, A, Up, Down**

*Unlock Private Carrera*

First unlock Officer Dick, either by normal means or the above code. Next, start Career Mode with Officer Dick as your character. At any time during gameplay, press **START** to pause, then hold **L** and press **Y, Up, Y, Up, B, Up, Left, Y**. Then, exit back out to the main menu and continue your Career Mode game. Private Carrera will appear in place of Officer Dick.

### TONY HAWK'S PRO SKATER 2

*Secret Codes*

At any time during gameplay, press **START** to pause. Then enter any of the codes below. The pause menu will shake left to right after entering a correct code. Press **START** again to unpause and resume play with the effects of the code(s) you just entered. However, you may have to return to the main menu and start another game to see some codes' effects.

Unlock almost everything—Hold **L** and press **A, A, A, X, Y, Up, Down, Left, Up X, Y, A, Y, B, A, Y, B**
Unlock Trixie—Hold **L** and press **Down, Up, Left, Left B, Left, Up, Y, Y, Up, Right, X, X Up, A**
Turn blood off/on—Hold **L** and press **Right, Up, X, Y**
Big head mode—Hold **L** and press **X, B, Up, Left, Left, X, Right, Up, Left**
Infinite Special—Hold **L** and press **A, Y, B, B Up, Left, Y, X**
25% faster gameplay—Hold **L** and press **Down, X, Y, Right, Up, B Down, X, Y, Right, Up, B**
Maximum stats—Hold **L** and press **A, Y, B, X, Y, Up, Down**
Sections of the stage flash different colors—Hold **L**, press **Down, Up, X, B Up, Left, Up, A**
Extremely low gravity—Hold **L** and press **Left Up, Left, Up, Down, Up, X, Y, Left, Up, Left, Up, Down, Up, X, Y**
Flying skater—Hold **L** and press **Up, Up, Up, Up, A, X, Up Up, Up, Up, A, X, Up, Up, Up, Up**
No textures—Hold **L** and press **Down, Down, Up, X Y, Up, Right**
Wireframe graphics—Hold **L** and press **Down, B, Right, Up, X, Y**

### TOY COMMANDER

*Secret Codes*

While in the middle of a mission, press **START** to pause the game and enter any of the following codes. You'll hear a special sound effect when you press the last button of each code.

Max Fuel—Hold **L**, press **B, Y, A X B, X**
Repair Toy—Hold **L**, press **A, X B, Y, A, Y**
Power-Up Machine Gun—Hold **L**, press **B A, Y, X, A, B**
Power-Up Special Weapon—Hold **L**, press **X, A, Y, B, A, X**
99 Special Weapons—Hold **L**, press **A, B, X, Y, B, A**
Unlock All Missions—Hold **L**, press **A, Y, X, B, Y, X**

### TRICK STYLE

*Cheat Codes*

Enter the following codes at the "Cheats" screen under the "Options" menu.

T E A R O U N D—Always win
I W ! S H—Infinite time
T R A V O L T A—Power-up moves (all special moves unlocked)
C I T Y B E A C O N S—Win everything (all races unlocked)
I N F L A T E D E G O—Big heads

### ULTIMATE FIGHTING CHAMPIONSHIP

*999 Skill Points*

From the main menu, select "Career," then select "Make New Fighter." As you select the different parameters for this new fighter, change the first name to "Best" and the last name to "Buy". Note the uppercase and lowercase characters in both words. When you do this, your new fighter will have 999 Skill Points.

### UNREAL TOURNAMENT

*Secret Codes*

At any time during gameplay, press **START** to pause the game, then enter any of the following codes.

Level skip—**Up, Down, Left, Right, Right, Left**
Invincibility—**Left, Left Right, Right, Down, Up**
Restore all health—**Down, Down, Down, Left, Up, Right**
Maximum ammunition—**Left, Right, Left, Right, Right, Left**

### VIGILANTE 8: 2ND OFFENSE

*Secret Codes*

Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press **A** twice. Next, press the **L** and **R** buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press **A** again immediately after entering the code.

LLA_KCOLNU—Unlock all characters
LLA_DORTOH—Maximum stats
ELBICNIVNI—Invincibility
RAPID_FIRE—Faster firing rate
GO_SLOW_MO—Slower gameplay
JACK_IT_UP—Higher suspensions
MORE_SPEED—Faster cars
GO_RAMMING—Heavier cars
QUICK_PLAY—Quick start in Arcade Mode
HOME_ALONE—Play alone in Arcade Mode
HI_CEILING—Hover higher
OLD_LEVELS—Unlock original V8 levels
NO_GRAVITY—No gravity
GO_MONSTER—Big wheels
LONG_MOVIE—Watch all endings
DRIVE_ONLY—No wheel attachment icons
BLAST_FIRE—Super missiles
UNDER_FIRE—Attract enemies
MIXED_CARS—Select same cars in multiplayer

### VIRTUA FIGHTER ATP

*Fight Against the Alphabet Character*

At the main menu, select Normal Mode. At the character select screen, move the cursor to Akira and press **START**. Then move the cursor to Lau and press **START**. Next, move the cursor to Pai, hold **START** and press **X**.

*Play as the Alphabet Character*

At the main menu, select Normal Mode. At the character selection screen, move the cursor to Akira and press **START**. Then move the cursor to Lion and press **START**. Next, move the cursor to Pai and press **START**. Select any character to play as and he/she will appear as the alphabet character.

*Play as Dural*

At the character select screen, press **Down, Up, Right, Left, START**, Dural's picture will appear in place of Akira. Use the D pad to enter the code, not the analog joystick.

### VIRTUA STRIKER 2

*Secret Teams*

Enter any of the following codes below at the team selection screen after starting a game in Arcade mode. For each code, move the cursor to the first team specified, then press **START**. Then, move the cursor to the next team specified, and press **START** again. When you press **START** for the last team in the list, the corresponding secret team will appear on the screen. Each code must be executed before the timer runs out.

Team FC Sega—France, Chile, South Africa, England, Germany, Argentina
Team MVP Yuki Chan—Yugoslavia, USA, Korea, Italy
Team Royal Genki—Yugoslavia, USA, Korea, Italy, then move the cursor to Yuki Chan, hold **START** and press **A**

### WACKY RACES

*Cheat Codes*

At the beginning of a game, drive into the "Wacky Races" sign, which will be right behind you immediately after you select a car. At the menu that appears, select "Cheats" and enter any of the cheat codes below. Remember, you must go to the "Code Collection" menu and manually turn on any cheat after entering its code.

W A C K Y G I V E A W A Y—All Challenges & Tracks
W A C K Y S P O I L E R S—All Cars
B A R G A I N B A S E M E N T—All Abilities
C R A C K E D N A I L S—Super Difficult Mode

### WILD METAL

*Cheat Codes*

Enter these codes anytime during gameplay using the D-pad (not the analog joystick).

Invincibility—**Y, Right, B, Left, X, Down**
Full health—**Down, Down, A, X, B, X**
All weapons—**A, A, Right, Y, A, Right**
Speed boost—**Up, X, Down, B, A, Y**
Show all Power Core locations—**Y, B, A, Left, Down, Down**
Enemies don't attack—**B, Down A, Down X, Y**

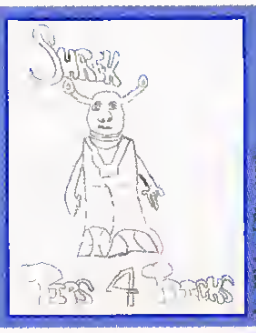
### ZOMBIE REVENGE

*Fighting Mode Stage Select*

At the Fighting Mode screen, hold **START** and press **A**. A stage select screen will appear before the character selection screen.

*Alternate Costume*

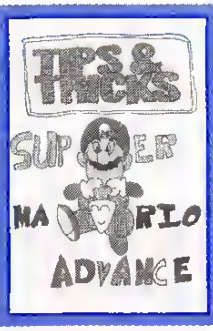
At the character select screen, hold **START** and press **B**. You won't get any special confirmation, but your character will wear an alternate set of clothes during the game.



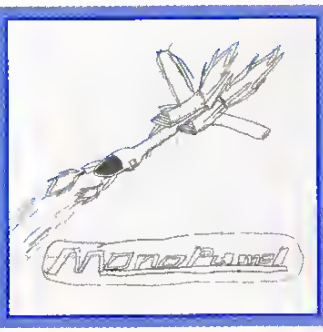
by Michael Steward, Irving, TX



by Nick Rucker, Carmichael, CA



by Ryan Hardenburger, Austin, TX



by Ben Seifer, Bolivar, MO

Dreamcast tips



**Codes for use with InterAct Game Products' GameShark Video Game Enhancers**

## PlayStation

**Cubix Robots For Evaryona: Race 'n Robots**
8009572E-270F—Infinite credits
300C9D64-0046 + 300CAB74-0046—Infinite Sulex

**Hoshigami: Ruining Blua Earth**
800988D0-EA60—Infinite money
80097630-270F—Infinite health (Fazz)
800976C8-270F—Infinite health (Liem)
80097760-270F—Infinite health (Chester)
800977F8-270F—Infinite health (Esab)
80097890-270F—Infinite health (Krista)
80097928-270F—Infinite health (Trieni)
800979C0-270F—Infinite health (Medi)
80097A58-270F—Infinite health (Trish)
80097AF0-270F—Infinite health (Hannway)
80097B88-270F—Infinite health (Aisha)
D00DA1B2-FFFE + 80097C20-0000 +
D00DA182-FFFE + 80097CB8-0000 +
D00DA1B2-FFFE + 80097D50-0000 +
D00DA1B2-FFFE + 80097DE8-0000 +
D00DA182-FFFE + 80097E80-0000 +
D00DA1B2-FFFE + 80097F18-0000 +
D00DA182-FFFE + 80097FB0-0000 +
D00DA1B2-FFFE + 800980E0-0000 +
D00DA182-FFFE + 80098178-0000 +
D00DA1B2-FFFE + 80098210-0000 +
D00DA1B2-FFFE + 800982A8-0000—Press **SELECT** to kill 11 enemies

**Martian Gothic**
8010F624-0064—Infinite health, Karne
8010F834-0064—Infinite health, Matlock
8010F72C-0064—Infinite health, Kenzo

**Pajama Sam: You Are What You Eat From Your Head to Your Faat**
D00A8E62-FBFF + 300A95E7-0000—Press **L1** for 8on Bon
D00A8E62-FEFF + 300A95E7-0001—Press **L2** for Candy Cane
D00A8E62-F7FF + 300A95E7-0002—Press **R1** for Jail Key
D00A8E62-FDFF + 300A95E7-0003—Press **R2** for Delegate List
D00A8E62-EFFF + 300A95E7-0004—Press △ for Dance Lesson
D00A8E62-DFFF + 300A95E7-0005—Press ○ for BCS-4000
D00A8E62-FFFE + 300A95E7-0006—Press **SELECT** for Library Card
D00A8E62-FAFF + 300A95E7-0007—Press **L1** + **L2** for Pumpkin
D00A8E62-F5FF + 300A95E7-0008—Press **R1** + **R2** for Wrench
D00A8E62-F3FF + 300A95E7-0009—Press **L1** + **R1** for Hammer
D00A8E62-FCFF + 300A95E7-000A—Press **L2** + **R2** for Empty Bag
D00A8E62-CFFF + 300A95E7-0008—Press △ + ○ for Sand Bag
D00A8E62-F9FF + 300A95E7-000C—Press **L1** + **R2** for Photograph
D00A8E62-F6FF + 300A95E7-000D—Press **L2** + **R1** for Super Plunger
D00A8E62-EBFF + 300A95E7-000E—Press **L1** + △ for Plunger
D00A8E62-DBFF + 300A95E7-000F—Press **L1** + ○ for Clowns Shoes
D00A8E62-FBFE + 300A95E7-0010—Press **L1** + **SELECT** for BBQ Sauce
D00A8E62-EEFF + 300A95E7-0011—Press **L2** + △ for Hot Sauce
D00A8E62-DEFF + 300A95E7-0012—Press **L2** + ○ for Tomato Ketchup
D00A8E62-FEFE + 300A95E7-0013—Press **L2** + **SELECT** for Mayonnaise
D00A8E62-E7FF + 300A95E7-0014—Press **R1** + △ for Mustard
D00A8E62-D7FF + 300A95E7-0015—Press **R1** + ○ for Horseradish
D00A8E62-F7FE + 300A95E7-0016—Press **R1** + **SELECT** for Relish
D00A8E62-EDFF + 300A95E7-0017—Press **R2** + △ for Teriyaki Sauce
D00A8E62-DDFF + 300A95E7-0018—Press **R2** + ○ for Vinegar
D00A8E62-FDFE + 300A95E7-0019—Press **R2** + **SELECT** for Eti Lesson
D00A8E62-EFFE + 300A95E7-001A—Press **SELECT** + △ for Ski Route

**Razor Racing**
8009E384-FFFF + 8009E386-FFFF + 8009E388-FFFF + 8009E38A-FFFF + 8009E38C-FFFF + 8009E38E-FFFF + 8009E390-FFFF + 8009E392-FFFF—Front Runners Open
8009E394-FFFF + 8009E396-FFFF + 8009E398-FFFF + 8009E39A-FFFF + 8009E39C-FFFF + 8009E39E-FFFF + 8009E3A0-FFFF + 8009E3A2-FFFF—East Lightning Open
8009E3A4-FFFF + 8009E3A6-FFFF + 8009E3A8-FFFF + 8009E3AA-FFFF + 8009E3AC-FFFF + 8009E3AE-FFFF + 8009E3B0-FFFF + 8009E3B2-FFFF—City Thrashers Open

**Saltwater Sportfishing**
8013E4D0-8CA0—Freeze time
8013E66C-FFFF—All levels open

## PlayStation 2

**AirBlada**
0E3C7DF2-164SE8B3 + 0C1A6183-F88DDCTF—[M] Must be on
2C27A5A9-F8FC3F7E—Infinite Boost
2C27A6A1-F8FC02BC—Super score
3C2A3E97-BBFCFEFE—Infinite time
3C29B287-F8FCFEF1—Enable Downtown
3C29B29F-F8FCFEF1—Enable Industrial level
2C29B2B7-F8FCFEF1—Enable Storage level
2C29B3CF-F8FCFEF1—Enable Corporate HQ
2C29B3E7-F8FCFEF1—Enable Penthouse

**Capcom vs. SNK 2: Match of the Millennium**
4CDF9BF0-1456E7A6—1-hit kills, Player 1
4CDFA1C0-1456E7A6—1-hit kills, Player 2
0CDF98E6-1426E7C5 + 4CDF98E6-1456E7S5—Player 1 Super Jumps
0CD47B76-1456B20B + 4CDF98E2-1456B125—Player 1 press **SELECT** + **R2** to warp left
0CD47876-1456B80B + 4CDF98E2-1456ESA5—Player 1 press **SELECT** + **R1** to warp right
0CDF9EB6-1426E7C5 + 4CDF9EB6-1456E7S5—Player 2 Super Jumps
0CD47816-1456B20B + 4CDF9EB2-1456B125—Player 2 press **SELECT** + **R2** to warp left
0CD47816-1456B80B + 4CDF9EB2-1456E5A5—Player 2 press **SELECT** + **R1** to warp right
1C835638-94D4E7A5 + 1C835650-94B4E7A5 + 1C835668-98D3E7A5 + 1C83566C-98B4E7A5 + 1C835958-94D4E7A5 + 1C835970-94B4E7A5—Only throws

**ESPN NBA 2night**
0E3CTDF2-1645EBB3 + 0C0903F7-F88DD99F—[M] Must be on
1C7A3EBB-F8FCFEF1—Beachtime Big Ball mode
1C7A3E8C-F8FCFEF1—Inflate mode
1C7A3E8D-F8FCFEF1—Heavy mode
1C7A3E8E-F8FCFEF1—Lightie mode
1C7A3EBF-F8FCFEF1—Big head mode
1C7A3EC0-F8FCFEF1—Big hand mode
1C7A3EC1-F8FCFEF1—Big foot mode
1C7A3EC2-F8FCFEF1—Press Flat mode
1C7A3EC3-F8FCFEF1—Mini mode
1C7A3EC4-F8FCFEF1—A Second mode
1C7A3EC5-F8FCFEF1—Darkness mode
1C7A3EC6-F8FCFEF1—Dunkers/Lunkers mode

**Godai: Elamental Forca**
0E3CTDF2-1853E59E + EE8EFC8E-BCBBDE32—[M] Must be on
CEA6164E-BCA99BE6—99 lives

**Grandia II**
0E3CTDF2-1853E59E + EE99F1DA-BCD06FFA—[M] Must be on
C1AA631A-BCA99A82—Max. Gold
C1AA6326-BCA99A82—Max. Special Coins
C1AA6322-BCA99A82—Max. Magic Coins
C1AA64BC-BCA9C292—Infinite HP (Ryudo)
C1AA64B8-BCA99E6A—Infinite MP (Ryudo)
C1AA6444-BCA99E6A—Infinite SP (Ryudo)
C1AA6420-BCA9C292—Infinite HP (Elena)
C1AA642C-BCA99E6A—Infinite MP (Elena)
C1AA6428-BCA99E6A—Infinite SP (Elena)
C1AA5B94-BCA9C292—Infinite HP (Millenia)
C1AA5B90-BCA99E6A—Infinite MP (Millenia)
C1AA5B9C-BCA99E6A—Infinite SP (Millenia)
C1AA5B78-BCA9C292—Infinite HP (Roan)
C1AA5804-BCA99E6A—Infinite MP (Roan)
C1AA5B00-8CA99E6A—Infinite SP (Roan)
C1AA5A50-BCA9C292—Infinite HP (Mareg)
C1AA5A5C-BCA99E6A—Infinite MP (Mareg)
C1AA5A58-8CA99E6A—Infinite SP (Mareg)

**Jada Cocoon 2**
0E3C7DF2-1645EBB3 + 0C0B4BE7-F892277F—[M] Must be on
3CTEC657-85F19EFF—Max. cash

**Jonny Moselay: Mad Trix**
0E3C7DF2-1645EBB3 + 0C072E5F-F8A1E387—[M] Must be on
3C315B13-42FCFEFE—Insane score
3C3BE167-BAF6441E—Infinite time
3DEB6303-F8FCFEFE + 3DEB614B-F8FCFEFE—Unlock all levels

**Lego Racars 2**
0E3CTDF2-1645EBB3 + 0C17A7BF-F8A07CEF—[M] Must be on
3C1E04CF-FBDCFEF6 + 3C1E04D3-F8FCFEFE—Dead A.I.
3C298397-FBDCFEF6 + 3C298398-F8FCFEFE + 3C2983A3-F8FCFEFE + 3C2984FB-FBDCFEF6 + 3C2984FF-F8FCFEFE + 3C298407-F8FCFEFE—Unlock all worlds, tracks and racers

**Maximo**
CE9928D6-BCA99B84—Monogram boxers
CE9928D6-BCA99B85—Pow boxers
CE9928D6-BCA99B86—Heart boxers
CE9928D6-BCA99B87—Cow boxers
CE9928CE-BCA99B85—Iron Shield
CE9928CE-BCA99B86—Silver Shield
CE9928CE-BCA99B87—Gold Shield
CE992F84-8CA99B88—Death Touch
DE99280E-FA42341D—Mini Max
DE99280E-FCA99B83—Mighty Mex

**MotoGP 2**
0E3C7DF2-1853E59E + EE938E8E-8CD1E162—[M] Must be on
BEAF9F7A-BCBB9B84 + F0FCFCF8-BCA99B83—All challenges complete

**Tha Mummy Raturns**
0E3C7DF2-1645EBB3 + 0C0D4BE7-F8A2C18F—[M] Must be on
1C23E97F-F8FCFEF1—Infinite health
1C23E984-F8FCFEF1—Infinite ammo
1C23E981-F8FCFEF1—Transparent mode
1C23E983-F8FCFEF1—1-hit kills
1C23E980-FBFCFEF1—Invincible enemies
EC241611-F8FCF7FC + 1C23E982-F8FCFEF1—Press **SELECT** + **R1** to walk through walls
EC241611-F8FCF1FC + 1C23E982-F8FCFEFE—Press **SELECT** + **R2** to disable "walk through walls"
EC241611-F8FCF3FC + 1C23D8FC-F8FCFEF1—Press **SELECT** + **L1** to display debug info
EC241611-F8FCF0FC + 1C23D8FC-F8FCFEFE—Press **SELECT** + **L2** to disable debug info display

**NBA 2K2**
0E3C7DF2-1645EBB3 + 0C077967-F8936897—[M] Must be on
1CAE6357-F8FCFEEE—Created player 1 is 20 feet tall
1CAE6397-F8FCFE7E—Created player 1 has big ears
1CAE6398-F8FCFE4F—Created player 1 has big nose
1CAE6399-F8FCFE4F—Created player 1 has big mouth
1CAE639A-F8FCFE4F—Created player 1 has big chin
1CAE639B-F8FCFE4F—Created player 1 has big head
1CAE639C-F8FCFE4F—Created player 1 has big neck
1CAE639D-F8FCFE4E—Created player 1 has big waist
1CAE639E-F8FCFE4E—Created player 1 has big thighs
1CAE639F-F8FCFE4E—Created player 1 has big shins

1CAE63A0-F8FCFE4E—Created player 1 has big chest
1CAE63A1-F8FCFE4E—Created player 1 has big arms
1CAE63A2-F8FCFE4E—Created player 1 has big forearm
1CAE63A3-F8FCFE4E—Created player 1 has big wrists

### NBA ShootOut 2001

0E3C7DF2-1645EBB3 + 0C173347-F8B5803F—[M] Must be on
2C371F17-F8FCCD82—Infinite creation points

### NFL GamaDay 2002

0E3C7DF2-1645EBB3 + 0C0DBDCF-F8900737—[M] Must be on
2C3EC51F-F8FCFEFE—Home team scores 0
2C3EC51F-F8FCFE53—Home team scores 99
2C3EC527-F8FCFEFE—Away team scores 0
2C3EC527-F8FCFE53—Away team scores 99
2C3EC52F-F8FCFEF3—Infinite time-outs (Home team)
2C3EC52F-F8FCFEFE—No time-outs (Home team)
2C3EC531-F8FCFEF3—Infinite time-outs (Away Team)
2C3EC531-F8FCFEFE—No time-outs (Away Team)
2C22F191-F8FCF7FC + 1C3EC69F-F8FCFEF1—Press **SELECT + R1** for 1st down
2C22F191-F8FCF1FC + 1C3EC69F-F8FCFEF2—Press **SELECT + R2** for 4th down
2C4B6ADD-F8FCFE66—Infinite creation points
2C4B6AD1-F8FC1A52 + 2C4B6ADB-F8FC1A52 + 5C4B6AD3-F882FEF1 + 805B9233-F8FCFEFE—All stats Max.
2C4B6AD1-F8FCFFFF + 2C4B6ADB-F8FCFFFF + 5C4B6AD3-F882FEF1 + 1BF62DCE-F8FCFEFE—All stats 5uper
2C4B9379-F8FCFBD7 + 2C4B539F-F8FCFBD7—Heavy created character
2C4B9379-F8FCFD2E + 2C4B539F-F8FCFEFE—Light created character

### Parappa tha Rappar 2

0E3C7DF2-1645EBB3 + 0C075FD3-F891B6FF—[M] Must be on
2C0FC107-F8FC270F—5core 9,999
2C0FC1EB-F8FCFEFE—Rap "Cool"
2C0FC1EB-F8FCFEF1—Rap "Good"
C138A6C6-BCA99B87—All levels + doghouse + yellow hat
C13BA55E-BCA9ADB7—All crowns, Level 1
C138A55A-BCA9ADB7—All crowns, Level 2
C138A566-BCA9ADB7—All crowns, Level 3
C13BA562-BCA9ADB7—All crowns, Level 4
C138A56E-BCA9ADB7—All crowns, Level 5
C138A56A-8CA9ADB7—All crowns, Level 6
C138A576-8CA9ADB7—All crowns, Level 7
C138A572-BCA9ADB7—All crowns, Level 8
C138A5FE-BCA99B87—Enable Master Beard head
C138A5FA-BCA99B87—Enable Chop Chop head
C138A586-BCA99B87—Enable Guru Ant head
C138A582-BCA99B87—Enable Moosesha head
C138A58E-BCA99B87—Enable Hairdresser Octo head
C138A58A-BCA99B87—Enable Food Court head
C138A596-BCA99B87—Enable Colonel Noodle head
C138A592-BCA99B87—Enable Gangsta DJ head

### Raz

0E3C7DF2-1645EBB3 + 0C160B0F-F89EC7C7—[M] Must be on
2C26C44B-F8FCFEF6—Quick evolution
2C26C44F-F8FCFEF2—Infinite Overdrive
2C26C47B-F8FCFE08 + 2C26C47F-F8FCFE08—100% Analyzation
3C26C463-85F19EFF—Max points
2C26C4FF-F8FCFEFE—Always 0 form
2C26C4FF-F8FCFEF1—Always 1st form
2C26C4FF-F8FCFEF0—Always 2nd form
2C26C4FF-F8FCFEF3—Always 3rd form
2C26C4FF-F8FCFEF2—Always 4th form
2C26C4FF-F8FCFEF5—Always 5th form
2C26C4FF-F8FCFEF4—Always final form
2C26C4FF-F8FCFEF7—Always Morolian form

## Game Boy Advance

### American Bass Challenge

301B0F66-53B0C032 + DCDD049D-C365F66A—[M] Must be on
D6BD276A-87E433B7—No line tension
9968916C-0ABBF0C7 + 876192E1-A5CEEED7—Press GameShark button for always 12:00
E1B14211-8F8BD709—All lakes open

### Atlantis: Tha Lost Empire

609F5AA8-36C53040—Have Drill
5AEB98F7-FD559FF5—Have Dynamite
409E4E81-AFE20D81—Have Wrench
BF9C7FB4-34279822—Have Boomerang

### Breath of Fire

8896F04A-5D6CB30E—No random battles
530C2765-03233BC2 + 2F06E4E8-34545B66—Infinite HP (2nd character)
2A1F5FE7-B52813FC + 86A6FABD-D0DDE2F6—Infinite AP (2nd character)
6AB5089D-2729857F + 98D0DC86-F78890C4—Infinite HP (3rd character)
6467B5A6-6252D7AB + 0638C47B-AB025BE9—Infinite AP (3rd character)
DF25D1DF-567BFFBD + 6B99597B-609E3552—Infinite HP (4th character)
C4AF369B-29BB7DE4 + CF6764E5-014BA565—Infinite AP (4th character)
55212526-A6A24791 + A3FD493C-6C56D315—Infinite HP (5th character)
26A91B72-C74ADFDC + E3748792-A5C48363—Infinite AP (5th character)
3ECF4803-863BB2A6 + F1A1D952-1FCDAB43—Infinite HP (6th character)
7A6352EE-9D99131E + DAA32F52-EFC38148—Infinite AP (6th character)
618DBA26-29C34294 + FB1DE9FA-D82A167A—Infinite HP (7th character)
8A8C72FC-A51019B5 + 4C886B45-0CA76A0F—Infinite AP (7th character)
8D76BE6E-4A6AEE4B + A67BED71-52E87B60—Infinite HP (8th character)
B9FB2592-BAE6B191 + A928A8E3-C016A4BD—Infinite AP (8th character)
DE24C618-46951724—Max G in Bank
219D723B-E0EB36D5 + B46DACC0-AF93B8C8 + 0DE5FCB4-BFC56690 + D62841BA-F4DD3C71 + BA4E7AF2-EC7032C0 + 05649E19-6A8F60A2 + 2F0DE76D-A4017EBE + 8E484C69-275BF1E8 + FAC3BA66-7D3CBB44 + 68DBA7D2-D16605EF + BEBB374F-28445349 + CFA8A9E9-948329BF + 7540B9EC-432C707B + D6016E35-047CE88B + 4505A387-A1F4B738 + 5ABC716A-65F90994—Lots of items in Bank
D66C238F-7088270C + EB50ABE6-DB1A5B66 + 463DC352-AB1DB9AE + A5DDF103-8CC91AD3 + 650D5A07-49A3079F + 21C09128-57827651 + 9FAAB1C7-4AB81CD5 + 9E08666A-431C17F9 + 55084933-21033E1C + 0E9787E1-2EB05F81 + A5F5E749-659A38E4 + 1695A514-4D129834—Lots of clothes in Bank
D1DC2910-74DBDDA1 + CD03D628-FD52C0E6 + D7B1404F-9718D664 + DD557C15-6F947B91 + C8024012-9784B127 + 42F10264-09C61BB9 + 2387890C-2776879C + 77EAE647-654B492E + BA5C7EF3-3705FCC3 + 74BF2B46-9821F6F8 + 7754D85E-73D6EDD4 + A3923044-CD4747A4 + F687CA04-3368E1F7 + 995FD6A2-BDCFE6C2 + F1CFCC7B-513DD7C4 + 0B5B0821-9A7CF145 + 17906D2F-BDFCA5DF + 2BB8FD3A-550F6244 + 6C4AC0BB-3CE32D22 + 77EFBFED-E7CE2EBB + 48E1491F-AE476547 + C8AA0F3E-1656DCAB + 7126F28C-875BE5D1 + 910B32DB-62347F08 + AC35787F-F2E881B9—Lots of weapons in Bank
8844B3E4-231103E5 + C4931E8C-FFF2DDBC + 475727AF-851810C0 + FFEF32A1-F30B712A + BA1C009D-E9D42905 + C7BE248B-FB14E388 + 31C79198-5FA0B0B3 + 48BE88F8-16656856 + A0D4CFE5-C6DAE1A5 + 0CE145C6-62A6FBB5 + BDDD788E-E0C499D1—Lots of shields in Bank
78C89027-A03397EF—Have all spells (everyone)
EF9390DB-FAE3817F—Warp Spell works for all towns
D5B3E9AD-D2876FE1—Have Fishing Rod 5

### Golden Sun

9A360AE3 -F8AC9D93 + 7330AB6C -C97F7207—Enable Djinni
14DB6C97-3B868564—Earth Djinni (Isaac)
E49223CD-DECA20C0—Fire Djinni (Isaac)
A68CABB0-99222FA6—Wind Djinni (Isaac)
5CCAAA4F-30B37E34—Water Djinni (Isaac)
6A93B4BC-0F447457—Earth Djinni (Garet)
254FDD53-2CFEE25D—Fire Djinni (Garet)
1279694D-E78DDB5D—Wind Djinni (Garet)
08966C8F-009D902C—Water Djinni (Garet)
54E8583D-CC6DF6C5—Earth Djinni (Ivan)
9D385C8B-7C88B454—Fire Djinni (Ivan)
F8F5B79A-EB104E32—Wind Djinni (Ivan)
F82D7331-44055C37—Water Djinni (Ivan)
F0E99D03-3BCE5BFA—Earth Djinni (Mia)
EFA3D4A2-DEB5D711—Fire Djinni (Mia)
FD8C31ED-5A48D9B3—Wind Djinni (Mia)
5799E3C8-8088B8C3—Water Djinni (Mia)

### Harry Pottar and tha Sorcerer's Stone

8A6AAFB5-3AC8DB0C—Invincibility

### Lego Island 2

C488F18A-3859D6C4 + 1D03A765-83B92016 + 20C7075D-D54E9C63 + C83B903E-971CFAFA + 67A41AE7-85F0C421 + 089BB6D7-4F33EC64 + 9DC380B2-A548D000 + EC1D06BD-8E8E6057 + 7879BF7B-2B393220 + CB31179C-90B49B58 + 872104E6-0FC84984—Have all Cards

### Lego: Bionicla

9237C125-72D9B4C6—Infinite Rocks
16564881-D85C11CC—Infinite Madu Cabolo Fruit
EFC5BB19-B75DDA89—Have Firestaff
CE53E0BA-D2E5EC9D—Have Ice Pick
5A6D09E9-E757DBAE—Have Hammer
E3F23FF8-253DBC1D—Have Drill
A218B294-2388451C—Have Kau Kau Staff
BCE9A1E3-1735327C—Have Trident
7F043F04-6CE4B825—Have Lutu Launcher
D20FB4F9-BD89C13C—Have Flip Jump
20DBFF1C-3FA3B9F2—Have Disc

### Mario Kart Super Circuit

B10AA618-905C5504 + 7C602BAF-3615873A—Infinite Stars
B6A80218-6B502C2D + 7C602BAF-3615873A—Infinite Mushrooms
27763B33-E74C50B4 + 7C602BAF-3615873A—Infinite Lightning
A9E2B815-F4B12661 + 7C602BAF-3615873A—Infinite Boos
DB811DAC-32131022 + 7C6028AF-3615873A—Infinite Bananas
C664FA62-139C3C8C + 7C602BAF-3615B73A—Infinite Red Shells
BA112461-7DB52A3C + 7C602BAF-3615873A—InfiniteGreen Shells
71DF9218-16243A9A + 7C602BAF-3615873A—Infinite Tri Red Shells
73F61268-4539412B + 7C602BAF-3615873A—Infinite Tri Green Shells
64E40BC3-F930B7F1 + 7C602BAF-3615873A—Infinite Spiny Shells
B9BD913B-E7628CE3 + 7C602BAF-3615873A—Infinite Tri Mushrooms

### Mega Man Battla Network

268F7AAE-45D58C11 + 1200D5BE-1BAF7BD9 + E9963CD0-A03980A3 + 3421F512-A696EE6E + 93101DD7-A19DCE45—Have Bass Cards

### Monster Rancher Advance

FC4902FA-7E52448C—Max. G

### Mortal Kombat Advanca

2E4CBD00-6F9117A8—Unlock Smoke

### No Rulas: Gat Phat

2A8A4448-D6C8F136—All moves
89C36A40-291DAC19—Infinite Red Slingshots
CAEF5572-9647B4D9—Infinite Green Slingshots
301D01ED-F7E2F618—Infinit Blue Slingshots
BB5B17D9-9E5E7264 + F2CF9861-2A693530—Press GameShark button for easy Boss kills

### Phalanx

16958541-3AB78280 + 29A1F64D-CDA8E2E2—[M] Must be on
EBFF3C99-17EC4CE5—Infinite health
460695F9-66604459—Infinite Bombs
258EB7F2-35F2639A—Infinite lives
B4E36994-32B54AA1—Invincible
F495AEE4-D803F15E—Have Weapon E
DF550A96-81DE4C87—Have Weapon R
902A9B48-B4648518—Have Weapon L
B3EB8A01-44AE29F4—Have Weapon H

### Razor Freestyla Scooter

644CAC3C-3D095A59—Scooter complete
683B7E05-1F92944C—Aircraft complete
A7D08E2A-B364CE31—Circus complete
1214B323-0F7059CD—Stadium complete

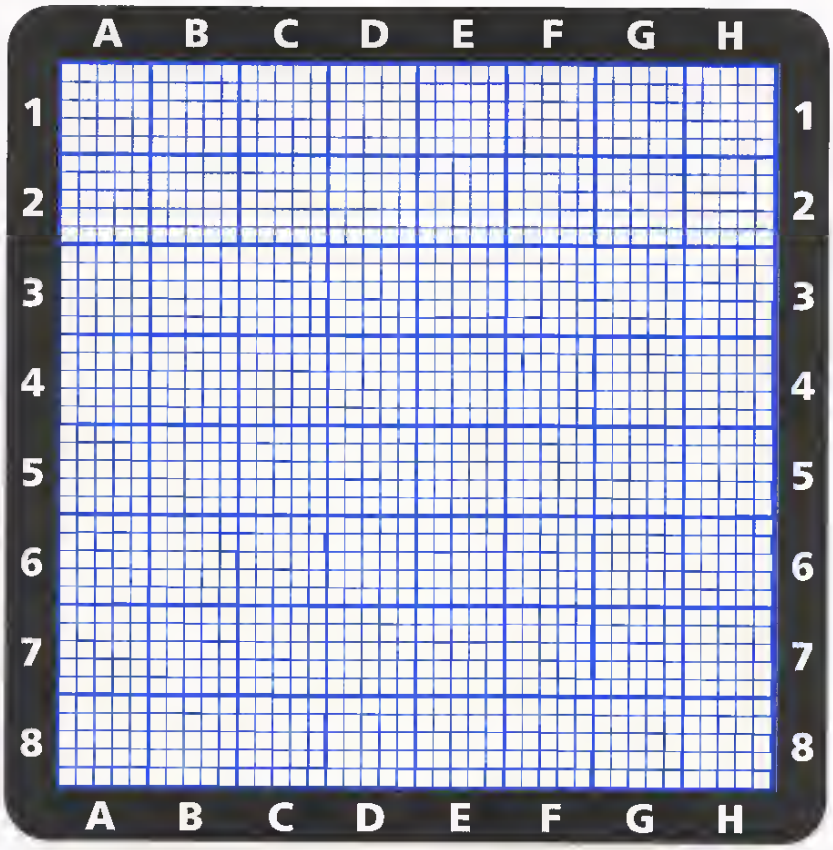
### WarioLand 4

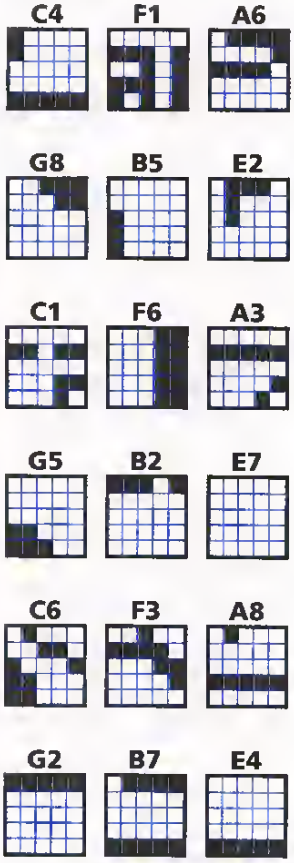
D8BED0D3-05F9F25A—Always Puffy Wario
5529CF50-650F2DEE—Always Bat Wario
B40B3F62-FCB4DAD3—Always Flat Wario
5BDB0D19-FFB9F9BE—Always Bouncy Wario
F7BEAF58-E45DC387—Always Zombie Wario
B7491590-C4C93201—Always Snowman Wario
1B66F78B-79B1ED65—Always Flaming Wario
F0C00B24-6183E508—Always Fat Wario
72871B62-0DE729C2—Always Frozen Wario

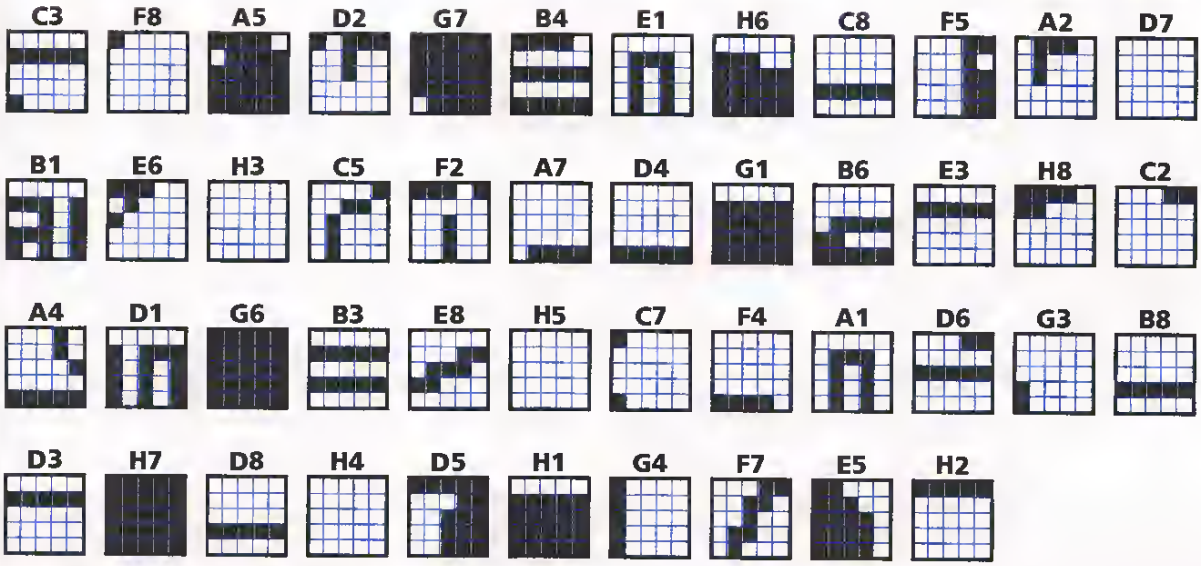
# TIPS & TRICKS™

Grab a pencil and get ready to unlock the secret images in our monthly feature: *Tips & Tricks Pencil Puzzles*! Every issue will include two puzzles featuring your favorite video-game characters. It's up to you to put the pieces together and figure out what the pictures are! Follow the instructions on the next page to reveal the hidden images. It's easy; you don't need math skills and you don't have to be a great artist. If you can fill in a square, you can unlock the mystery!

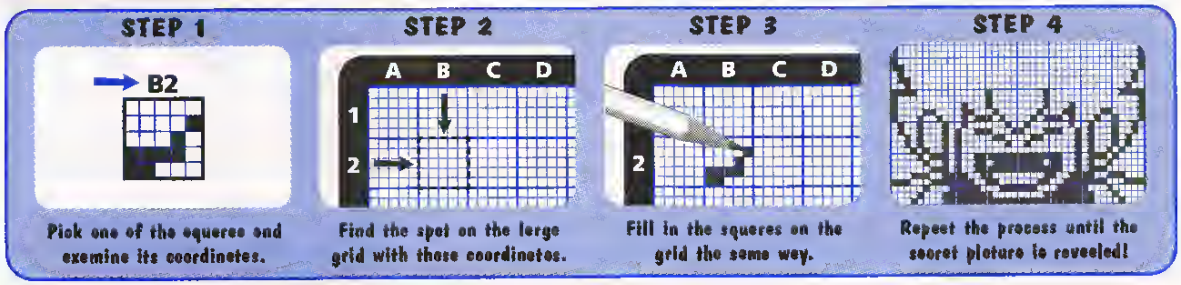
## Pencil Puzzles



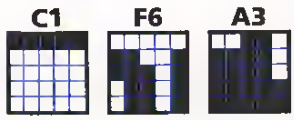



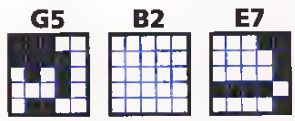
# Directions

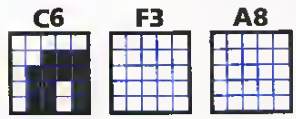

STEP 1
B2
Pick one of the squares and examine its coordinates.
STEP 2
A B C D
1
2
Find the spot on the large grid with those coordinates.
STEP 3
A B C D
2
Fill in the squares on the grid the same way.
STEP 4
Repeat the process until the secret picture is revealed!


C4
F1
A6

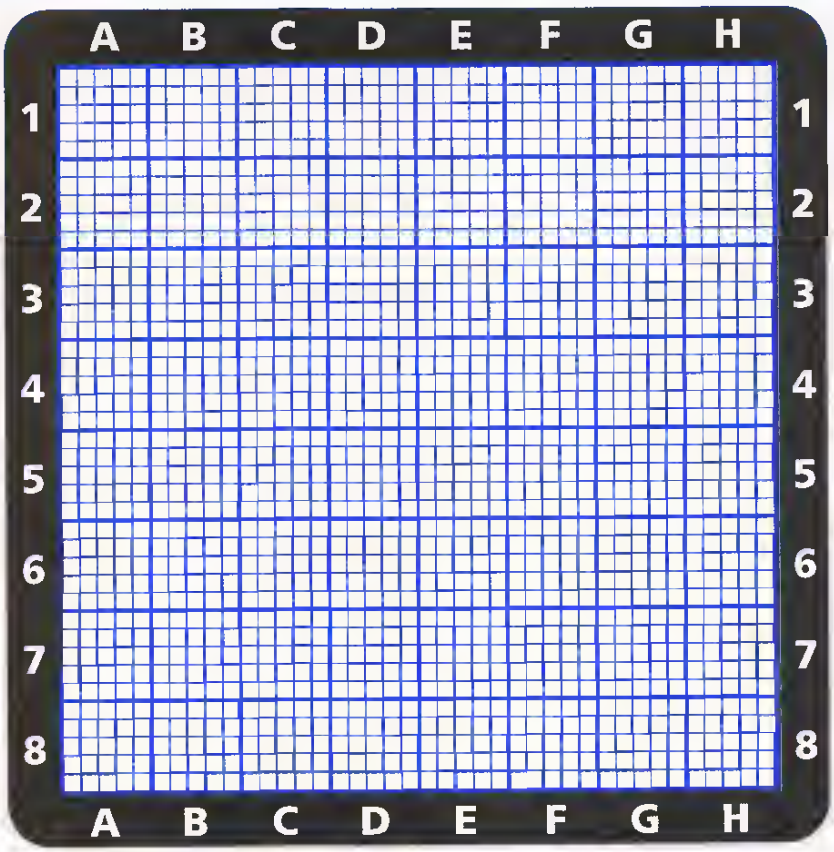

G8
B5
E2


C1
F6
A3

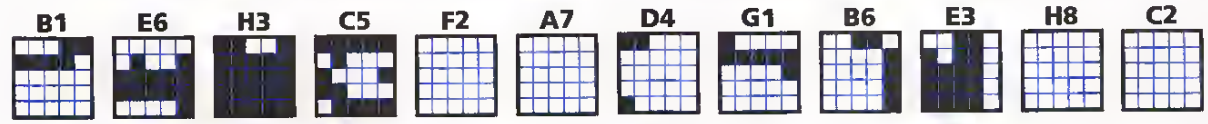

G5
B2
E7


C6
F3
A8

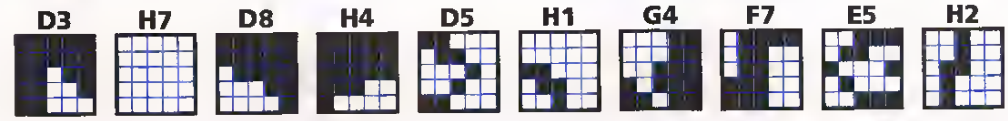

G2
B7
E4


A B C D E F G H
1 2 3 4 5 6 7 8

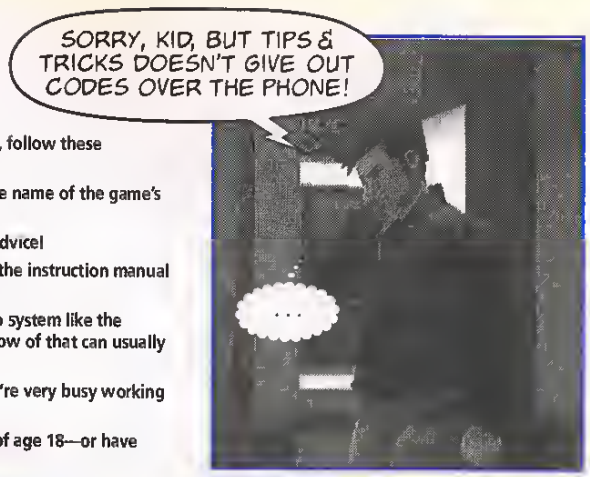

C3
F8
A5
D2
G7
B4
E1
H6
C8
F5
A2
D7


B1
E6
H3
C5
F2
A7
D4
G1
B6
E3
H8
C2


A4
D1
G6
B3
E8
H5
C7
F4
A1
D6
G3
B8


D3
H7
D8
H4
D5
H1
G4
F7
E5
H2

# HINT HOTLINES




**If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!**

**1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.**

**2) Check this page to see if that company has a tip hotline that you can call for advice!**

**3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.**

**4) As a last resort, if the game you're having trouble with is made for a Nintendo system like the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.**

**5) Whatever you do, DON'T call *TIPS & TRICKS!* We don't have a tip hotline and we're very busy working on the next issue for you.**

**NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.**

### 3DO
**1-900-CALL-3DO (1-900-225-5336)**
*HOURS* Monday through Friday, 9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard Time)
*COST* 95¢/minute

### 989 STUDIOS
1-900-933-SONY (U.S.)
**1-900-451-5757** (Canada)
*HOURS (U.S.)* Monday through Friday 8 to 5 PM Pacific Standard Time for live information, 24 hours for automated help
*(Canada)* 24-hour automated information
*COST (U.S.)* 95¢/minute automated, $1.40/minute live, $6.95 to $16.95 for tips by mail, $5 to $20 for card recharge
*(Canada)* $1.50/minute for automated hints

### ACCLAIM
**1-900-407-TIPS (1-900-407-8477)**
*HOURS* (unknown)
*COST* 95¢/minute

### ACTIVISION
1-900-680-4468 (U.S.)
**1-900-451-4849** (Canada)
*HOURS* Monday through Friday, 9 AM to 5 PM Pacific Standard Time (excluding holidays)
*COST (U.S.)* 99¢/minute
*(Canada)* $1.49/minute

### AGETEC, INC.
**1-900-288-ASCII (1-900-288-2724)**
*HOURS* 24 hours a day, 365 days a year
*COST* 95¢/minute

### AMERICAN SOFTWORKS CORP.
**1-900-CALL-ASC (1-900-225-5272)**
*HOURS* 24 hours a day
*COST* 80¢/minute

### ATLUS SOFTWARE
**1-900-CALL-ATLUS (1-900-225-5285)**
*HOURS* (unknown)
*COST* 95¢/minute or $1.25/minute for live assistance

### CAPCOM
**1-900-680-CLUE (1-900-680-2583)** (U.S.)
**1-900-677-2272** (Canada)
*HOURS* Monday through Friday, 8:30 AM to 5 PM (Pacific Standard Time)
*COST (U.S.)* 99¢/minute for 24-hour pre-recorded information, $1.35/minute for live help
*(Canada)* $1.35/minute

### CRAVE ENTERTAINMENT
1-900-903-4468 (U.S.)
**1-900-677-4468** (Canada)
*HOURS* (unknown)
*COST (U.S.)* 95¢/minute
*(Canada)* $1.50/minute

### DREAMWORKS INTERACTIVE
**1-900-454-GAME (1-900-454-4263)**
*HOURS* 24 hours a day, 365 days a year
*COST* 95¢/minute

### EIDOS
**1-900-773-4367** (U.S.)
**1-900-643-4367** (Canada)
*HOURS* 24 hours a day
*COST* 99¢/minute

### ELECTRONIC ARTS
**1-900-288-HINT (1-900-288-4468)**
**1-900-451-4873** (Canada)
*COST (U.S.)* 95¢/minute
*COST (Canada)* $1.15/minute

### FOX INTERACTIVE
**1-900-CALL4FOX (1-900-225-5436)**
*HOURS* (unknown)
*COST* 85¢/minute

### GT INTERACTIVE
**1-900-CALL-2GT (1-900-225-5248)**
*HOURS* (unknown)
*COST* 95¢/min.

### INFOGRAMES
**1-900-454-HINT (1-900-454-4468)**
*HOURS* (unknown)
*COST* 99¢/minute

### INTERACT GAMESHARK CODELINE
**1-900-773-7427** (U.S.)
**1-900-677-4242** (Canada)
*HOURS* 24 hours a day, 7 days a week
*COST (U.S.)* $1.27/minute
*COST (Canada)* $1.79/minute

### INTERPLAY
**1-900-370-PLAY** (U.S.)
**1-900-451-6869** (Canada)
*HOURS* 24 hours a day, 7 days a week
*COST (U.S.)* 95¢/minute
*COST (Canada)* $1.25/minute

### KONAMI
**1-900-896-HINT (1-900-896-4468)**
*HOURS* Automated help 24 hours a day, 365 days a year, live assistance Monday through Friday, 9 AM to 5:30 PM (Pacific Standard Time)
*COST* 95¢/minute for automated help, $1.25/minute for live assistance

### LUCASARTS
**1-900-740-JEDI (1-900-740-5334)** (U.S.)
**1-900-677-JEDI (1-900-677-5334)** (Canada)
*HOURS* (unknown)
*COST (U.S.)* 95¢/minute
*COST (Canada)* $1.25/minute

### MIDWAY
**1-903-874-5092**
*HOURS* Monday through Friday, 10 AM to 6:30 PM (Central Time), Automated help available 24 hours a day, 365 days a year
*COST* Standard long-distance rates to Texas apply

### NAMCO
**1-900-737-2262**
*HOURS* Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)
*COST* 95¢/minute for automated tips, $1.15/minute for live assistance

### NINTENDO
**1-900-288-0707** (Live assistance, U.S.)
**1-900-451-4400** (Live assistance, Canada)
**1-425-885-7529** (Power Line—automated tips)
*HOURS (Live assistance)* Monday through Saturday, 6 AM to 9 PM (Pacific Standard Time) Sunday 6 AM to 7 PM (Pacific Standard Time)
*HOURS (Power Line)* 24 hours a day
*COST (U.S.)* $1.50/minute
*COST (Canada)* $2.00/minute
*COST (Power Line)* Standard long-distance rates to Seattle, Washington apply

### PSYGNOSIS
**1-900-976-HINT (1-900-976-4468)**
*HOURS* Monday through Friday, 9 AM to 5 PM for live assistance, automated tips available 24 hours a day, 365 days a year
*COST* 95¢/minute for automated tips, $1.35/minute for live assistance

### SEGA
**1-900-200-SEGA** (U.S.)
**1-900-451-5252** (Canada)
*HOURS* (unknown)
*COST (U.S.)* 95¢/minute for automated tips, $1.50/minute for live assistance
*COST (Canada)* $1.50/minute

### SIERRA
**1-900-370-KLUE (1-900-370-5583)** (U.S.)
**1-900-451-3356** (Canada)
*HOURS* 24 hours a day, 7 days a week
*COST (U.S.)* 95¢/minute
*COST (Canada)* $1.25/minute

### SONY COMPUTER ENTERTAINMENT AMERICA
**1-900-933-SONY (1-900-933-7669)** (U.S.)
**1-900-451-5757** (Canada)
*HOURS* Monday through Friday, 8 AM to 6 PM (Pacific Standard Time) for live assistance, automated support available 24 hours a day, 365 days a year
*COST (U.S.)* 95¢/minute for automated tips, $1.25/minute for live assistance, $4.95 for mailed-out tips
*COST (Canada)* $1.25/minute

### SQUARESOFT
**1-900-407-KLUE (1-900-407-5583)**
*HOURS* Monday through Friday, 8 AM to 5 PM (Pacific Standard Time) for live assistance, automated support available 24 hours a day, 365 days a year
*COST (U.S.)* 99¢/minute for automated tips, $1.35/minute for live assistance
*COST (Canada)* $1.50/minute for automated tips only

### TECMO
**1-310-944-5005**
*HOURS* Monday through Friday, 1 PM to 5 PM (Pacific Standard Time)
*COST* Standard long-distance rates to Southern California apply

### THQ
**1-900-370-HINT (1-900-370-4468)**
*HOURS* Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) for live assistance, automated support available 24 hours a day
*COST* 95¢/minute for automated tips, $1.25/minute for live assistance

### UBI SOFT
**1-900-420-4UBI (1-900-420-4824)** (U.S.)
**1-900-451-5555** (Canada)
*HOURS* (unknown)
*COST (U.S.)* 95¢/minute
*COST (Canada)* $1.50/minute

### VIRGIN INTERACTIVE
**1-900-288-4744** (U.S.)
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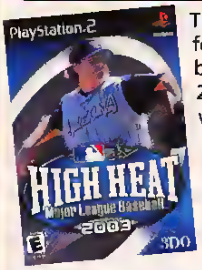
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*Greetings, sports fans, and welcome to the Tips & Tricks sports section! In this monthly column, I'll be bringing you all of the freshest dirt on your favorite sports video games. Not reviews, but tips, strategy advice and roster changes that will keep you in the lead while keeping your games as true-to-life as possible. I'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...*

# TIPS & TRICKS SPORTS DESK

by Mike Daly

## High Heat Major League Baseball 2003

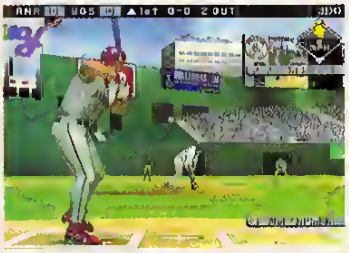



The "boys of summer" are back on the field for a brand-new season and so is the next batch of baseball games for the PlayStation 2. 3DO's *High Heat Baseball* series has always been touted as the "no-nonsense" baseball game, with accurate stats, precise gameplay and minimal cut-scenes. Many baseball purists have preferred the *High Heat* series over other baseball titles like EA Sports' *Triple Play* series or Sega's *World Series Baseball* series, but the deliberate lack of quality in graphics has always tainted the *High Heat* series for most fans. *High Heat Major League Baseball 2003* attempts to shed this stigma with a huge leap in visual quality. With improved graphics and *High Heat*'s strong focus on baseball realism, this is certainly the best game in the series so far.






Right off the bat (if you'll excuse the pun), one of the first things you'll notice is the lack of a traditional batter/pitcher interface. In fact, there are no markers or positioning icons whatsoever to help you with ball or bat placement. *High Heat* relies more on the timing of a swing than where the ball meets the bat. This focus is actually closer to the true duel between the pitcher and the batter in real-life baseball; it forces the batter to "guess" each pitch, whether it be a fastball or a slower change-up.



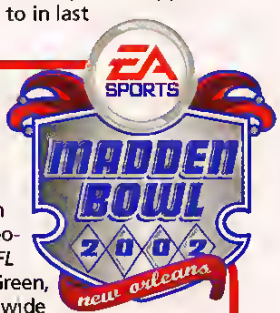
Too often in baseball games, the pitcher is discouraged from throwing down the middle, since all the batter has to do is place the bat in the middle for a home-run crusher. In *High Heat*, a fastball down the middle can pull the arms off your batter's sockets as he wildly misses a swing. There's no question that *High Heat* favors the pitcher over the batter, thus, you'll never get a score like 14-12 or 16-11. Also, as we mentioned last year, you can move the pitcher on the mound, but the batter cannot be moved around in the box. In order to further emphasize the intricacies of *High Heat*'s unique pitcher/batter duel, a new mode called Two-on-Two Showdown has been implemented where you and a friend just go head-to-head with the pitcher and batter. There are no fielders in this mode and the umpire gives you points based on what he thinks the resulting play would have been after the hit. Stellar pitching will also get you big points, so it's not all about hitting the ball. *High Heat* has plenty of modes for the statistically inclined. A Fantasy Draft mode is available for those who want a better team than the real thing!



Each player's stats can also be edited if someone is having a better or worse year than what's indicated in the game's default player stats.

Of course, with the game coming out so early before the actual season, *High Heat Major League Baseball 2003* has plenty of roster inaccuracies. The only blockbuster deal that's reflected is the acquisition of Jason Giambi by the Yankees. Gary Sheffield is still with the Dodgers and Brian Jordan is still on the Braves. Thank goodness Ichiro Suzuki has his proper name this year, as opposed to "David Takagi" as he was referred to in last year's *High Heat*.

## Madden Bowl



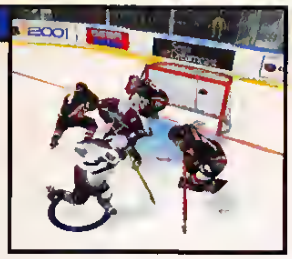

As part of the week-long festivities in New Orleans prior to Super Bowl XXXVI, EA Sports held its eighth annual Madden Bowl tournament, in which NFL players competed for video-game bragging rights on *Madden NFL 2002* for the PlayStation 2. Jacquez Green, wide receiver for the Tampa Bay Buccaneers, came in as the defending champion from last year's showdown. Joining him in the competition were NFL stars like **Daunte Culpepper** of the Minnesota Vikings, **Shannon Sharpe** of the Baltimore Ravens, **Antonio Freeman** of the Green Bay Packers and **Tyrone Wheatley** of the Oakland Raiders, just to name a few. Hosting the event were **LL Cool J** and **John Madden** himself. The single-elimination tournament was peppered with much good-natured trash-talking, but in the end Jacquez Green once again took the trophy as the Madden Bowl Champion for two years in a row. Now you know whose picture will be found in the in-game menus for *Madden NFL 2003*!





## NHL 2K2



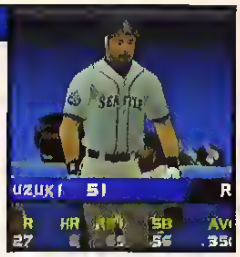



It sounds like faint praise to say this, but Sega Sports' *NHL 2K2* is the best Dreamcast hockey game. Its only competition—the two-year-old *NHL 2K* from developer Black Box Games—was competent, but became completely overshadowed by the *2K* football and basketball titles created by Visual Concepts. Sega has wisely turned over its NHL series to the latter developer...which is a very good thing, 'cause these guys may be the best thing to happen to sports video games since the days of EASN. *NHL 2K2* has the same audio/visual quality and play control of the other *2K2* games, plus all of the Visual Concepts trademarks like the oval-shaped menu screens and angry polygonal managers/coaches. On the down side, the fighting is not great, and it's surprisingly difficult to score against a computer-controlled team. It may be because the neutral-zone trap is much more of a factor than it was in the glory days of *NHL Hockey* on the Sega Genesis...or maybe it's just because the goalies appear to have been programmed with superhuman reflexes and contortionist abilities. Overall, though, *NHL 2K2* gets the thumbs-up...and it's probably the last North American Dreamcast game; not a bad way to go out. Be sure to take the injured Steve Thomas out of Chicago's starting line-up and move Mike Keane from St. Louis to Colorado...and if you REALLY want to simulate a realistic season, don't let "Super Mario" Lemieux play two games back-to-back!






## All-Star Baseball 2003



Acclaim Sports' *All-Star Baseball 2003* for PS2 has great baseball "feel," even though it lacks in some areas. The crowd noises and stadium P.A. announcers really make it feel like a hot summer night on the diamond. With a fairly standard batting interface and an impressive selection of pitches, the game is definitely more defense-oriented. Three kinds of fastballs (2-seam, 4-seam and split finger) as well as a standard curve, change up and sinker help you to paint the corners of the strike zone. *All-Star Baseball*'s slider may be the best animated slider in a baseball video game yet; it truly depicts why the pitch is so named. Unfortunately, the player animation is not as good as the pitches; it sometimes looks robotic. Perhaps graphic-dedicated memory was compromised due to the depth of the game's other features. Besides exhibition play, one can play a series, an All-Star game or compete in the Home-Run Derby. The options menu also contains a batting practice section (complete with pitcher protector screen) in which you can take swings as any player. In addition to standard roster revision capabilities, the options menu includes a cool trivia section where you can compete by answering endless baseball history and stats questions in the format of a baseball game (i.e. nine innings with three "outs" per inning).








## World Tour Soccer 2002



989 Sports' *World Tour Soccer 2002* for PlayStation 2 is a strong entry to the relatively uncompetitive soccer sim field. Its focus is on club teams more than national teams; there is a small sampling of national squads, though they are generally more from Europe than the Americas and Asia. With this European influence, there is no MLS and no CONCACAF Cup. A "Time Warp" section features great teams from the '60s through the '90s. Competition ranges from simple exhibition and quick start to various continental cups, though the cups (with the exception of the World Cup) seem to bear little resemblance to the real cups. Player realism is excellent, from the graphics right down to the player names; Luis Hernandez even dons his signature headband. Using the L and R buttons to juke defenders and execute spin moves, you can lace your way through the field to pass it to the next open man for solid goal attempts.





## Game Before the Game

Some of you may have watched the pre-game show on TV before the start of Super Bowl XXXVI and witnessed the ominous conclusion of 989 Sports' seventh annual Game Before the Game competition between **Troy Brown** of the New England Patriots and **Isaac Bruce** of the St. Louis Rams. They both played the Super Bowl match-up and played their own respective teams on *NFL GameDay 2002* for the PlayStation2. Troy Brown's Patriots walked away with a 21-14 victory over Isaac Bruce's Rams. Some viewers claim that Bruce was visibly disturbed by the outcome—and with good reason, because for the seventh year in a row, 989's Game Before the Game correctly predicted the victor of the real Super Bowl!






## NCAA March Madness 2002






You're probably deep into your March Madness pool by the time you read this, but how about doing some extra scouting with *NCAA March Madness 2002* for the PlayStation 2? EA Sports' college titles often end up being sub-par in quality compared to the corresponding professional league games. The main reason for this is that EA will usually use the previous year's game engine from the pro game for the current year's college counterpart. This year, however, *NCAA March Madness 2002* is quite comparable to *NBA Live 2002*, perhaps because there hasn't been much of a jump from *NBA Live 2001* to *2002*. Acquiring licenses for NCAA college players is strictly forbidden by NCAA rules, but EA was able to get the proper names for each ballclub's coach this year. Oddly enough, their in-game likenesses hardly look anything like their real selves. For example, UCLA coach Steve Lavin has a blond 'fro, while USC coach Henry Bibby has (gasp!) hair! Another new feature in *March Madness 2002* is the Couches Council loading screen that gives you the scouting report on the strengths and weaknesses of your opponent before the game begins. One of the biggest letdowns for college fans with the *March Madness* series has been the sheer lack of college teams. In fact, 989 Sports' *NCAA Final Four* games have always featured almost three times the amount of schools compared to *March Madness*. EA has addressed this issue with the new Create-a-School mode. One thing we're glad to see back is the occasional shattering of the backboard from a monstrous dunk, which hasn't happened in a real-life college game since Michigan's Robert "Tractor" Taylor did it in 1999. EA hasn't had any such moves in its basketball games since the days of the Sega Genesis!







## Smash Court Tennis: Pro Tournament



Namco serves up a solid new tennis sim for the PlayStation 2. With a choice of Pete Sampras, Yevgeny Kafelnikov, Andre Agassi and Patrick Rafter as well as women players Martina Hingis, Lindsay Davenport, Monica Seles and Anna Kournikova, *Smash Court Pro* really has the market cornered on the big names. It also plays very smoothly and features the sharp graphics we've come to expect of the PS2. Though the controls are kept simple, the game reacts to the amount of force you put into a return and creates ball "English" through the use of analog stick movement. Like most tennis games, strategy comes down to location and anticipation as much as anything. Stay deep and in the middle of the court as much as possible and you will at least have a play on every ball. The game also features a challenge option and a good tournament mode in which you can play all of the Grand Slam events (The French, Australian and U.S. Opens plus Wimbledon). A good performance in this section will reward you with more credits and more available things to buy, including advice on how to best utilize the game's featured players.






## NBA 2K2 All-Star Celebrity Challenge



Athletes like the Jacksonville Jaguars' Keenan McCardell and rappers such as Fat Joe and Benzino may be kings of their respective professions, but all were humbled at Sega Sports' *NBA 2K2* All-Star Celebrity Challenge. Held February 8th at Philadelphia's Electric Factory, this charity event pitted superstars against one another in a single-elimination tournament featuring *NBA 2K2* for the PlayStation 2. The event was hosted by Rasheed Wallace of the Portland Trailblazers and special guest referee Jermaine Dupri, with proceeds benefitting the Rasheed A. Wallace Foundation and the Boys and Girls Clubs of Hampton, Virginia, as chosen by the victor, Rawkus recording artist Mad Skillz. Said the winner of his upset victory over Benzino in the final round, "I ain't that much of a gamer and never played this before today, so this is a surprise. But *NBA 2K2* is a beautiful game, and couldn't be easier to get down on. The Boys and Girls Clubs will love it...and the extra spending money won't hurt either."





—Scott Steinberg

## NBA INSIDE DRIVE 2002 CODES!

Enter the following codes at the "Codes" screen from within the "Options" menu

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OLDSCHOOL—ABA Basketball
GOTGAME—WNBA Basketball
HOOLIGAN—Soccer ball basketball
GAMEOVER—8-ball basketball
BACHMAN—Xbox basketball
WINDYCITY—Chicago Skyline Stadium
SMALLSHOES—Tiny players

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# Hard Core

Custom *Armored Core* Design

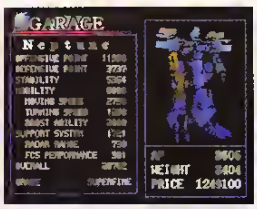
by Pat Reynolds

*Hard Core* is a special section of *Tips & Tricks* where we showcase some of the best custom Core designs created by you, our readers, in Agetec's *Armored Core* series of games for the PlayStation (and *Armored Core 2* for the PlayStation 2). Readers are also encouraged to challenge each other's Core designs; see the next page for information on how to submit your Core. Let's get on to this month's batch of new Core designs!

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## Neptune

Designed by Thomas Kern, Jr. of Boyertown, Pennsylvania




**Parts**
Head: HD-HELM
Core: XXA-SO
Arms: AN-2S
Legs: LB-H230
Generator: GBG-XR
FCS: FBMB-18X
Boosters: B-T001
Back Unit L: WM-L201 Large Missile
Back Unit R: WM-L201 Large Missile
Arm Unit L: LS-99-MOONLIGHT Laserblade
Arm Unit R: WG-XW11 Laser Rifle
Optional Parts: SP-MAW, SP-ABS, SP-SAP, SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-DEtq, SP-ABS/Re

**Color Scheme (Head)**
Base: Red: 26, Green: 32, Blue: 3S
Optional: Red: 14, Green: 19, Blue: 21
Detail: Red: 14, Green: 1S, Blue: 1S
Joint: Red: 14, Green: 1S, Blue: 1S

**Color Scheme (Core)**
Base: Red: 26, Green: 24, Blue: 33
Optional: Red: 14, Green: 19, Blue: 30
Detail: Red: 09, Green: 14, Blue: 08
Joint: Red: 14, Green: 1S, Blue: 1S

**Color Scheme (Arms)**
Base: Red: 22, Green: 27, Blue: 33
Optional: Red: 14, Green: 19, Blue: 2S
Detail: Red: 09, Green: 07, Blue: 08
Joint: Red: 14, Green: 1S, 8lue: 1S

**Color Scheme (Legs)**
Base: Red: 22, Green: 24, Blue: 34
Optional: Red: 14, Green: 19, Blue: 32
Detail: Red: 09, Green: 07, Blue: 08
Joint: Red: 14, Green: 1S, Blue: 1S

**Performance**
Armor Points: 8606
Weight: 8404
Price: 1,249,100

Grade: SUPERFINE



Neptune is a moderately heavy reverse-joint Core with great jumping and boosting, plus a nice weapon load. The twin large missile launchers work well in any arena, and the laser rifle has a high rate of fire with good damage. Use Neptune's excellent jumping along with limited boosts to avoid fire from your opponent, and keep those large missile flying—they do the damage to keep your enemy in a world of hurt. Neptune started the Battle of the Planets with a strong 6-2 record, mainly due to its ability to take to the air and rain large missiles down on its opponents.

## Mercury III

Designed by Tim Kelley of Glendale, California




**Parts**
Head: HD-H10
Core: XXA-SO
Arms: AN-2S
Legs: LN-S01
Generator: GBG-XR
FCS: QX-9009
Boosters: B-T001
Back Unit L: RZ-Fw2 Radar
Back Unit R: WC-01QL Laser Cannon
Arm Unit L: LS-99-MOONLIGHT Laserblade
Arm Unit R: WG-RF/E Sniper Rifle
Optional Parts: SP-MAW, SP-JAM, SP-ABS, SP-SAP, SP-AXL, SP-S/SCR, SP-E/SCR

**Color Scheme (Head)**
Base: Red: 0S, Green: 0S, Blue: 10
Optional: Red: 0S, Green: 0S, Blue: 10
Detail: Red: 41, Green: 32, Blue: 00
Joint: Red: 21, Green: 21, Blue: 21

**Color Scheme (Core)**
Base: Red: 30, Green: 1S, Blue: 00
Optional: Red: 0S, Green: 0S, Blue: 10
Detail: Red: 30, Green: 1S, Blue: 00
Joint: Red: 21, Green: 21, Blue: 21

**Color Scheme (Arms)**
Base: Red: 0S, Green: 0S, Blue: 10
Optional: Red: 30, Green: 1S, Blue: 00
Detail: Red: 30, Green: 1S, Blue: 00
Joint: Red: 08, Green: 0B, Blue. 08

**Color Scheme (Legs)**
Base: Red: 0S, Green: 0S, Blue: 10
Optional: Red: 30, Green: 1S, Blue: 00
Detail: Red: 21, Green: 21, Blue: 21
Joint: Red: 08, Green: 08, Blue: 08

**Performance**
Armor Points: 7779
Weight: SS71
Price: 1,290,900

Grade: SUPERFINE



One of two lightweight, sniper Cores entered in the Battle, Mercury III is a highly specialized design that is capable of serious competition in the right hands. Because of its unusual weapon load—sniper rifle and laser cannon—Mercury III must be played with a great deal of patience and finesse. Staying out of range of the opponent while waiting for the perfect opportunity to engage with the very powerful sniper rifle is the way to go. The rifle has only 10 rounds of ammo, so you'll need to make every shot count. Wait for an airborne enemy to touch down, then fire for a guaranteed hit. When the rifle is out of ammo, you'll need to maneuver into a good position to set up for a barrage of laser cannon blasts. As long as you made the most of the sniper rifle, your opponent shouldn't have much AP left.

## Titan

Designed by Spenser McKenzie of Marshall, Arizona




**Parts**
Head: HD-REDEYE
Core: XCH-01
Arms: AN-3001
Legs: LN-3001C
Generator: GBG-10000
FCS: FBMB-1BX
Boosters: B-T2
Back Unit L: WM-AT Large Missile
Back Unit R: N/A
Arm Unit L: LS-99-MOONLIGHT Laserblade
Arm Unit R: WG-1-KARASAWA Laser Rifle
Optional Parts: SP-MAW, SP-JAM, SP-ABS, SP-SAP, SP-AXL, SP-S/SCR, SP-E/SCR, SP-E+

**Color Scheme (General)**
Base: Red: 29, Green: 21, Blue: 00
Optional: Red: 25, Green: 15, Blue: 00
Detail: Red: 37, Green: 21, Blue: 00
Joint: Red: 36, Green: 22, Blue: 00

**Performance**
Armor Points: 9767
Weight: 102B7
Price: 1,027,600

**Grade: SUPERFINE**

The heavyweight KARASAWA Cores dominated the Battle of the Planets, taking the top three spots after the smoke cleared the arena. Surprisingly, Titan is the only Core in this event that wields the mighty WM-AT "nukes." With a mere four shots, the nuke is the most powerful weapon in the game: It has an attack rating of 9830! In almost every match where Titan was able to connect with one or two nuke hits, it walked away with an easy victory. Titan also handed Battle of the Planets winner Big Blue its only loss, thanks largely to the WM-AT and powerful KARASAWA rifle.




## MarsBars

Designed by Laron Culberson of Omaha, Nebraska




**Parts**
Head: HD-ZERO
Core: XCH-01
Arms: AN-3001
Legs: LN-3001C
Generator: GBG-XR
FCS: COMDEX-G8
Boosters: B-P351
Back Unit L: N/A
Back Unit R: WM-L201 Large Missile
Arm Unit L: LS-200G Laserblade
Arm Unit R: WG-1-KARASAWA Laser Rifle
Optional Parts: P-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-DEtq

**Color Scheme (General)**
Base: Red: 20, Green: 14, Blue: 00
Optional: Red: 30, Green: 10, Blue: 00
Detail: Red: 30, Green: 10, Blue: 00
Joint: Red: 30, Green: 10, Blue: 00

**Performance**
Armor Points: 9852
Weight: 9599
Price: 876,700

**Grade: GREAT**

Another KARASAWA heavyweight, MarsBars finished in a dead heat with Titan, a very similar Core. MarsBars was looking like a strong contender for first place until Mercury III stopped him cold in an upset match. Heavyweights tend to have poor maneuverability and boosting abilities, and MarsBars doesn't have very good radar range, so Mercury III was able to stay far away and take it apart with the sniper rifle. Against the other heavyweights, MarsBars fared well, winning against Io and Titan but losing to Neptune and Big Blue.




## Pluto

Designed by Casey Ormond of Washougal, Washington




**Parts**
Head: HD-4004
Core: XXA-SO
Arms: AN-25
Legs: LN-2KZ-SP
Generator: GBG-XR
FCS: RATOR
Boosters: B-T001
Back Unit L: WM-SMSS24 Missile
Back Unit R: WM-L201 Large Missile
Arm Unit L: LS-2001 Laserblade
Arm Unit R: WG-RF/E Sniper Rifle
Optional Parts: SP-JAM, SP-ABS, SP-SAP, SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-DEtq

**Grade: SUPERFINE**

The second lightweight sniper design in the Battle, Pluto is also one of only two Cores with the popular WM-SMSS24 missile launcher, commonly referred to as the "mortar" because of its up-and-down firing pattern. The potent combination of missiles and sniper rifle make Pluto a threat at long range, but the heavyweights were more than a match for this Core in the competition.



**Color Scheme (General)**
Base: Red: 15, Green: 15, Blue: 15
Optional: Red: 15, Green: 15, Blue: 15
Detail: Red: 34, Green: 34, Blue: 34
Joint: Red: 00, Green: 00, Blue: 00

**Performance**
Armor Points: 6906
Weight: 6240
Price: 1,296,400

If you're an *Armored Core* fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

*Tips & Tricks Armored Core* Designs
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

Now you can submit your Core designs online, on the Core Dump's *Hard Core* Submissions forum! Set your web browser to: http://www.ac-coredump.net/cgi-bin/ikonboard//ikonboard.cgi

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of *Tips & Tricks*. Note: I'm keeping an eye out for Core designs that excel in specific areas; i.e. Highest AP, Fastest Core, Most Expensive, etc. for a future awards edition of *Hard Core*. As always, overweight or otherwise illegal Core designs get tossed in the trash.

## Big Blue (Uranus)

Designed by Erik Westfall of Bloomfield Hills, Michigan

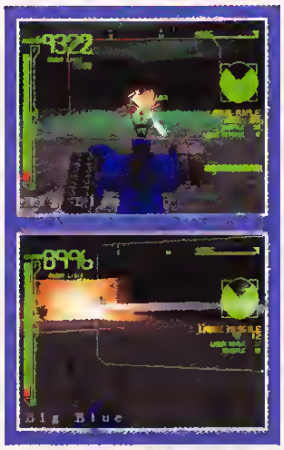



**Parts**
Head: HD-G7B0
Core: XCH-01
Arms: AN-3001
Legs: LN-3001C
Generator: GBG-10000
FCS: TRYX-QUAD
Boosters: B-VR-33
Back Unit L: WM-SMSS24 Missile
Back Unit R: WM-L201 Large Missile
Arm Unit L: LS-99-MOONLIGHT Laserblade
Arm Unit R: WG-1-KARASAWA Laser Rifle
Optional Parts: SP-SAP, SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR, SP-ABS/Re

**Color Scheme (General)**
Base: Red: 0S, Green: 0S, Blue: 10
Optional: Red: 0S, Green: 0S, Blue: 10
Detail: Red: 41, Green: 32, Blue: 00
Joint: Red: 21, Green: 21, Blue: 21

**Performance**
Armor Points: 9B32
Weight: 10534
Price: 922,900

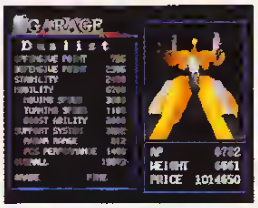
Grade: SUPERFINE




Big Blue snagged first place for a good reason: This is a finely tuned Core with many strengths and no easily-exploited weaknesses. Thanks to the reverse-joint legs, Big Blue can get airborne quickly...and he can stay up there for quite some time because of excellent energy usage. This allows Big Blue to rain missiles down on his opponents, forcing them to run for shelter or stay on the defensive. On the ground, Big Blue can menace his opponents with the rapid-fire laser rifle or force them from behind walls and other obstacles with the SM-SS24 missiles. The only threat to Big Blue in this tournament came from another heavyweight Core, Titan, who managed to prevent Big Blue from sweeping the competition.

## Dualist (Venus)

Designed by Erik Westfall of Bloomfield Hills, Michigan




**Parts**
Head: HD-06-RADAR
Core: XXA-SO
Arms: ZW-MG2S/2 Machine Gun Arms
Legs: LF-DEX-1
Generator: GBG-10000
FCS: QX-9009
Boosters: B-T001
Back Unit L: WM-T0100 Small Missile
Back Unit R: WC-CN35 Chain Gun
Arm Unit L: N/A
Arm Unit R: N/A
Optional Parts: SP-JAM, SP-ABS, SP-SAP, SP-CNDK, SP-S/SCR, SP-E/SCR, SP-DEtq

**Color Scheme (General)**
Base: Red: 48, Green: 38, Blue: 00
Optional: Red: 40, Green: 40, Blue: 40
Detail: Red: 16, Green: 16, Blue: 16
Joint: Red: 48, Green: 38, Blue: 00

**Performance**
Armor Points: 6782
Weight: 6661
Price: 1,014,650

Grade: FINE




Pete designed Dualist to represent Venus in the Battle of the Planets, although I'm not exactly sure what he had in mind with the bright yellow paint job. In the field of opponents used for this event, Dualist couldn't compete well at all. The main reason for this is the choice of fairly weak solid ammo weapons. The heavyweight Cores were able to simply shrug off the small amounts of damage these weapons caused while tearing Dualist apart with their energy weapons, and the lightweight Cores could stay out of range and pick at Dualist from a distance. Dualist is a great design for Scenario mode—it's fast and has loads of ammo for taking on the weak enemies found there. But for a big battle like this, Dualist simply wasn't tough enough.

## Io (Jupiter)

Designed by Jason Fenavian of Lansing, Michigan




**Parts**
Head: HD-4004
Core: XCH-01
Arms: AN-3001
Legs: LN-3001
Generator: GBG-10000
FCS: FBMB-1BX
Boosters: B-VR-33
Back Unit L: WX-SB00-GF Dual Missile
Back Unit R: WX-SB00-GF Dual Missile
Arm Unit L: LS-99-MOONLIGHT Laserblade
Arm Unit R: WG-1-KARASAWA Laser Rifle
Optional Parts: SP-SAP, SP-CNDK, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-ABS/Re

**Color Scheme (General)**
Base: Red: 30, Green: 1S, Blue: 00
Optional: Red: 1S, Green: 0S, Blue: 00
Detail: Red: 1S, Green: 0S, Blue: 00
Joint: Red: 2S, Green: 0S, Blue: 00

**Performance**
Armor Points: 9473
Weight: 9512
Price: 910,000

Grade: FINE




Jason was able to attend the Battle of the Planets in person, and therefore got the chance to play his own Core against all of the others (played by Shawn Sodman). Io is yet another KARASAWA Core; its only losses were the powerhouses Big Blue and MarsBars. Jason chose to use the dual missile launcher in combination with the laser rifle, and it worked well against nearly all of the competitors. Like all heavyweight Cores, Io is slow, but it has high AP and can deliver the damage...and that's what counts in fierce competition.

## Terra (Earth)

Designed by Mike Richardson of Highpointe, North Carolina



**Parts**
**Head:** HD-ONE
**Core:** XXA-SO
**Arms:** AW-S60/2 Dual Missile
**Legs:** LF-TR-0
**Generator:** GBG-10000
**FCS:** FBMB-1BX
**Boosters:** B-PT000
**Back Unit L:** WX-SB00-GF Dual Missile
**Back Unit R:** WX-S800-GF Dual Missile
**Arm Unit L:** N/A
**Arm Unit R:** N/A
**Optional Parts:** SP-JAM, SP-CND-K, SP-S/SCR, SP-E/SCR, SP-DEtq, SP-ABS/Re

**Color Scheme (Head)**
Base: Red: 01, Green: 21, Blue: 38
Optional: Red: 1S, Green: 29, Blue: 1S
Detail: Red. 32, Green: 25, Blue: 15
Joint: Red: 00, Green: 00, Blue: 27

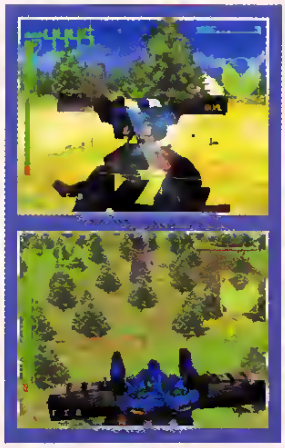
**Color Scheme (Core**
Base: Red: 00, Green: 22, Blue: 3S
Optional: Red: 00, Green: 20, Blue: 12
Detail: Red: 2B, Green: 21, Blue: 11
Joint: Red: 00, Green: 21, Blue: 20

**Color Scheme (Arms)**
Base: Red: 08, Green: 20, Blue: 3S
Optional: Red: 07, Green: 19, Blue: 11
Detail: Red: 29, Green: 25, Blue: 18
Joint: Red: 28, Green: 20, 8lue: 12

**Color Scheme (Legs)**
Base: Red: 00, Green: 19, Blue: 2B
Optional: Red: 2B, Green: 20, Blue: 12
Detail: Red: 00, Green: 0S, Blue: 18
Joint: Red: 13, Green: 22, Blue: 14

**Performance**
Armor Points: 6121
Weight: 6130
Price: 1,085,100

**Grade: FINE**



Terra is a missile boat with a pair of powerful Dual Missile launchers and speedy quad legs for dodging enemy attacks. Unfortunately, his energy use isn't the greatest and Terra can't stay airborne for long. Low boosting ability also means that Terra can't get far enough away from a persistent opponent to take advantage of the back-mounted dual missile launcher, which is fairly useless at close range.

# 8attle of the Planets

| | Neptune | Dualist | Titan | Pluto | Big Blue | Terra | MarsBars | Mercury III | Io |
|---|---|---|---|---|---|---|---|---|---|
| **Neptune** | X | (W) 3-0 | (W)2-1 | (W) 3-0 | (L) 0-3 | (W) 3-0 | (W) 2-1 | (W) 3-0 | (L) 1-2 |
| **Dualist** | (L) 0-3 | X | (L)0-3 | (L)0-3 | (L)0-3 | (L)0-3 | (L)0-3 | (L)0-3 | (L)0-3 |
| **Titan** | (L)1-2 | W(3-0) | X | (W)2-1 | (W)2-1 | (W)3-0 | (L)1-2 | (W)2-1 | (L)1-2 |
| **Pluto** | (L)0-3 | (W)3-0 | (L)1-2 | X | (L)1-2 | (W)2-1 | (L)1-2 | (W)2-1 | (L)0-3 |
| **Big Blue** | (W)3-0 | (W)3-0 | (L)1-2 | (W)2-1 | X | (W)3-0 | (W)2-1 | (W)2-1 | (W)3-0 |
| **Terra** | (L)0-3 | (W)3-0 | (L)0-3 | (L)1-2 | (L)0-3 | X | (L)0-3 | (W)2-1 | (L)0-3 |
| **MarsBars** | (L)1-2 | (W)3-0 | (W)2-1 | (W)2-1 | (L)1-2 | (W)3-0 | X | (L)1-2 | (W)2-1 |
| **Mercury III** | (L)0-3 | (W)3-0 | (L)1-2 | (L)1-2 | (L)1-2 | (L)1-2 | (W)2-1 | X | (L)1-2 |
| **Io** | (W)2-1 | (W)3-0 | (W)2-1 | (W)3-0 | (L)0-3 | (W)3-0 | (L)1-2 | (W)2-1 | X |

Before I get into the details of the 8attle of the Planets event, I need to thank several people. Thanks to "Gundam Designer" for suggesting that we hold this event in the first place. Thanks to Shawn Sodman, owner of Game Hits Game Store (www.game-hits.com), for taking time out of his busy schedule to participate in the event. Thanks to G.A. Golembiski II and Jason Fenavian from the Core Dump website (www.ac-coredump.net), and finally, thanks to everyone who sent in Core designs for the event. I'm sorry that I couldn't use them all.
The 8attle of the Planets was a "round robin"-style tournament event. Each match was three rounds, with the results posted in the chart above. Proving once again that the WG-1-KARASAWA is the most popular weapon in the game, there are four 'sawa-wielding Cores in the top spots after the event. Here's how it breaks down:

• Erik Westfall's 8ig 8lue, representing Uranus, claimed the top spot after nearly six hours of battles. 8ig 8lue lost only a single match to finish with an overall win/loss record of 19/S. A few other Cores managed to hamper 8ig 8lue and get a single win against it, but only Titan was able to land a three-round win against the powerful machine.

• In a tie for second place, Thomas Kern's Neptune and Jason Fenavian's Io both earned 6-2 records, with Neptune just edging Io out on overall win/loss per match.

• Tied for third—each with a win-loss record of S-3—are Titan and MarsBars. Titan's powerful WM-AT "nuke" missiles were the determining factor in many a battle…including the intense match against 8ig 8lue, where Titan managed to snatch a perfect record away from our first-place Core.

• Standing alone in fourth place is the lightweight sniper Core, Pluto. While unable to withstand the might of the heavy Cores in the event, Pluto had a good showing against other light Cores, including…

• Terra and Mercury III tied for fifth place with win-loss records of 2-6.

• Finally, we reach poor Dualist, the sole weapon-arm design in the 8attle of the Planets. Unfortunately, Dualist simply could not dent the heavy Cores with its all-solid ammo weapons, and the other light Cores were able to outmaneuver or outgun it.

TIPS & TRICKS

# Tournament Report

by Jason Wilson

Sponsored by TWIN GALAXIES The Official Electronic Games Scoreboard™ www.twingalaxies.com

This monthly column features reports on all of the major arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in *Tips & Tricks* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *Tips & Tricks Tournament Report*, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

## *Tekken 4* National Tournament: Regional Results









Who is the North American *Tekken 4* champion? Hundreds of contenders duked it out in 12 predetermined locations across the country for the regional *Tekken 4* championships held over three consecutive weeks in January. The top three finishers from each tournament were guaranteed a spot in the *Tekken 4* National Championships, which were held on February 9, 2002 at the Time-Out arcade inside the Orleans Casino in Las Vegas. Unfortunately, the finals had not yet taken place as this issue went to press, so we'll have the results for you in next month's *Tournament Report*. In the meantime, here are the results of each regional tournament:

### January 5, 2002

**Southern California Regional:**
Southern Hills Golfland, Stanton
**1st Place—Dan Kaplan**, California (Craig)
**2nd Place—Thomas Kim**, California (Paul, King)
**3rd Place—Andy Lam**, California (Steve)

**Illinois Regional:**
Gameworks, Schaumburg
**1st Place—Antonio Carmona**, Wisconsin (Nina)
**2nd Place—Chris Bristow**, Missouri (Julia, Lei)
**3rd Place—Aaron Majors**, Oklahoma (Jin)

**Texas Regional:**
Cyberzone, San Antonio
**1st Place—Chris Villarreal**, Texas (Jin, Paul)
**2nd Place—Roberto Aguirre Jr.**, Arizona (Jin, Paul)
**3rd Place—Rudy Guerrero**, Texas (Hwoarang, Christie)

**New York Regional:**
Chinatown Fair, New York City
**1st Place—Spencer Brisson**, Virginia (Steve, Paul)
**2nd Place—Jeff Batdorf**, New Jersey (Steve, Paul)
**3rd Place— Henry Paik**, Maryland (Jin)

### January 12, 2002

**Northern California Regional:**
Golfland USA, Sunnyvale
**1st Place—Shaun Larsuel**, California (Ling)
**2nd Place—Bronson Tran**, California (Paul, Jin)
**3rd Place—Mark Fantillo**, California (Lee, Nina)

**Colorado Regional:**
Tilt, Aurora
**1st Place—"Wu,"** Colorado (Ling)
**2nd Place—"Holden,"** Colorado (Hwoarang)
**3rd Place—"Saeng,"** Colorado (Jin)

**Florida Regional:**
XS Pointe, Orlando
**1st Place—Tii Charusorn**, Missouri (Jin)
**2nd Place— Michael "STLBadBoy"** Riggins, Missouri (Jin)
**3rd Place—Adam "PSB" Daube**, Florida (Jin)

**Pennsylvania Regional:**
University Pinball, Philadelphia
**1st Place—Chi Yeh**, Virginia (Steve, Paul, Jin)
**2nd Place—"HHH,"** Texas (Steve, Jin, Hwoarang)
**3rd Place—"Rugal B,"** Maryland (Steve, Paul, Jin)




### January 19, 2002

**Missouri Regional:**
Tilt, St. Ann
**1st Place—Marquette Yarbrough**, Tennessee (Paul)
**2nd Place—Ari Weintraub**, Illinois (Jin)
**3rd Place—Nate "Shadow Hado" Sheppard**, Wisconsin (Jin, Julia)

**Washington Regional:**
Gameworks, Seattle
**1st Place—Charlie Tran**, California (Jin)
**2nd Place—Matt Dalhgren**, California (Violet, Steve)
**3rd Place—Leo Uemura**, California (Hwoarang)

**Georgia Regional:**
Cyberstation, Atlanta
**1st Place—Clint Lamar**, Georgia (Paul)
**2nd Place—Josh Park**, Georgia (Jin)
**3rd Place—Jae Purvis**, South Carolina (Julia)

# United States Top 10 Player Rankings

(Rankings based on previous tournament performances, compiled by *Tips & Tricks* Magazine)

**Capcom vs. SNK 2 Top 10 Players**

1. **Jason Nelson** (Golfland USA, Sunnyvale, CA)
2. **John Choi** (Golfland USA, Sunnyvale, CA)
3. **Eddie Lee** (Chinatown Fair, New York, NY)
4. **Jason Cole** (Golfland USA, Sunnyvale, CA)
5. **Julian Robinson** (University Pinball, Philadelphia, PA)
6. **JFL** (Trixx Amusement, Montreal, Canada)
7. **Ben "Tragic" Cureton** (Golfland USA, Sunnyvale, CA)
8. **Sanford Kelly** (Chinatown Fair, New York, NY)
9. **(tie) Jay "Viscant" Snyder** (Nickel City, La Jolla, CA)
9. **(tie) Peter Rosas** (College Arcade, Los Angeles, CA)
10. **Arturo Sanchez** (Chinatown Fair, New York, NY)

**Marvel vs. Capcom 2 Top 10 Players**

1. **Justin Wong** (Chinatown Fair, New York ,NY)
2. **Jay "Viscant" Snyder** (Nickel City, La Jolla, CA)
3. **Alex Valle** (Southern Hills Golfland, Stanton, CA)
4. **Ricky Ortiz** (Golfland USA, Sunnyvale, CA)
5. **Sanford Kelly** (Chinatown Fair, New York, NY)
6. **(tie) Mike Devonish** (Chinatown Fair, New York, NY)
6. **(tie ) Rodolfo Castro** (University of Washington, Seattle, WA)
7. **(tie) Duc Do** (James Games/Southern Hills Golfland, Upland, CA/Stanton, CA)
7. **(tie) Long "ShadyK" Tran** (Nickel City, La Jolla, CA)
8. **Soo Young** (All Amusement Center, Burbank, CA)
9. **Rattana Phantarouh** (University of Washington, Seattle, WA)
10. **Peter Rosas** (College Arcade, Los Angeles, CA)

# BS Tournament DVD

With over 500 players attending, the BS 2001 *Street Fighter* Championship was the largest *Street Fighter* tournament ever held in the United States! Participants from Japan, Canada, Europe, Australia and (of course) the U.S. faced-off in incredibly fierce competition—and it's all been documented in a new DVD. Want to see how the big boys play? The diligent staff of www.shoryuken.com has taken the very best matches from the tournament and preserved them on the official *BS Tournament* DVD. The two-sided DVD comes in a clear plastic jewel case and features over six hours of competition on *Marvel vs. Capcom 2*, *Super Street Fighter II Turbo*, *Street Fighter Alpha 3* and *Capcom vs. SNK*. Also included is behind-the-scenes footage of the players and staff of the BS tournament, with player interviews and in-game commentary, plus bonus coverage of the Y2K U.S vs. Japan Street Fighter III: 3rd Strike tournament. For those of you who have never been to a tournament, the footage definitely gives you a sense of what it's like to be there. To order the DVD by mail, send a check or money order for $33.50 (payable to "SRKX") to the following address:

**SRKX: BS DVD**
**979 Pinto Palm Tr. #7**
**Sunnyvale, CA 94087**

**International orders:** If you're ordering from outside of the United States, your payment must be in the form of an International Postal Money Order for $33.50 in U.S. dollars.



# TOURNAMENT CALENDAR

## RECURRING TOURNAMENTS

**Capcom vs. SNK 2 Bi-Weekly Tournaments**
*Contact: Golfland USA*
*855 E. El Camino Real*
*Sunnyvale, CA*
*(408) 245-1322*

**Flipper's Amusement Center Tournaments**
*Contact: Flipper's Amusement Center*
*8364 Mills Dr.*
*Miami, FL 33183*
*(305) 273-0381*
Flipper's Amusement Center holds various weekly tournaments in *The Grid*, *Capcom vs. SNK*, *Capcom vs. SNK 2*, *Marvel vs. Capcom 2* and *Street Fighter III: 3rd Strike*.

**Eight on the Break Tournaments**
*Contact: Eight on the Break*
*340 North Ave.*
*Dunellen, NJ 08812*
*(732) 752-8880*
Eight on the Break holds tournaments twice a week on *Marvel vs. Capcom 2*, *Tekken 4*, *Capcom vs. SNK 2* and others.

***Marvel vs. Capcom 2*/*Capcom vs. SNK 2*/*Tekken 4* Monthly Tournaments**
*Contact: George Alfonso*
*All Amusement Fun Center*
*7888 Van Nuys Blvd.*
*Van Nuys, CA 91402*
*(818) 756-0550*
The All Amusement Centers in Burbank and Van Nuys hold various player-sponsored monthly tournaments on these three games.

***Marvel vs. Capcom 2*/*Capcom vs. SNK 2*/*Tekken 4* Monthly Tournaments**
*Contact: Southern Hills Golfland*
*12611 Beach Blvd.*
*Stanton, CA 90680*
*(714) 895-4550*
Southern Hills Golfland, the site of various national videogame tournaments, currently holds monthly tournaments on the games listed above with cash and tokens awarded for the top three spots.

***Marvel vs. Capcom 2*/*Capcom vs. SNK 2*/*Tekken 4* Monthly Tournaments**
*Contact: University Pinball*
*4006 Spruce St.*
*Philadelphia, PA 19104*
*(215) 387-3923*
The home of many *Street Fighter* and *Tekken* tournaments in the past, University Pinball currently holds bi-weekly tournaments in *Marvel vs. Capcom 2*, *Capcom vs. SNK 2* and *Tekken 4*. Cash prizes awarded to the top three spots.

# TIPS & TRICKS COLLECTOR'S CLOSET

**Are you a video game packrat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up enough money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this new monthly column is for you!**

by Joe Santulli

## THE HOLY GRAILS OF COLLECTING

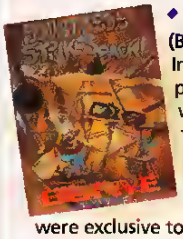
**The ultimate goal for many system collectors is to have a complete collection of games for their favorite system. At the very least, it's just to have the "landmark" games for that system. What commonly happens while building the collection is that we find ourselves "stuck" on one game. One elusive title that seems inordinately more difficult to find or incredibly expensive to buy than all of the others. These "holy grails" are found in few collections. Check your stuff—if you own any of these, there are many collectors out there who want to chat with you.**




### • Stadium Events

**(Bandai for the Nintendo Entertainment System)**

Let's start with a game that surprises most people when they find out just HOW rare it is. *Stadium Events* was compatible with Bandai's Family Fun Fitness controller, an oddity that allows you to run in place and at the same time control your on-screen video-game counterpart. One year after its brief appearance in selected retail chains, Nintendo licensed the Family Fun Fitness technology from Bandai and released the controller as the Power Pad. The package included a revised version of *Stadium Events* under a new name, *World Class Track Meet*. The latter game is very common, but if you have an original U.S. *Stadium Events* cartridge, you're in the money. It's often cited as the "last game needed" for a hardcore Nintendo collector.



### • Bounty Bob Strikes Back

**(Big 5 Software for the Atari 5200)**

In the early 1980s, Big 5 released a multi-screen platform game called *Miner 2049'er* which would eventually be converted for play on no fewer than a half-dozen different game systems. This was considered a revolutionary effort at the time; third-party game publishing was still a new concept and most home games were exclusive to a single platform. The sequel to *Miner 2049'er*, a much harder game called *Bounty Bob Strikes Back*, made a brief appearance on the Atari 5200 system and is extremely scarce today. Be careful when hunting for this title; the Atari 8-bit computer version of the game pops up quite often, and while the game's contents are technically the same, the two formats are not compatible with each other.



### • Magical Chase

**(T.T.I. for the NEC TurboGrafx-16/TurboDuo)**

As if it weren't hard enough to find games for this system today, you'll have an exceptionally difficult time tracking this one down. Released in limited quantities near the end of the console's retail life (a theme common among hard-to-find games), it's not only terribly elusive, it's terribly fun. (Pardon the oxymoron.) The U.S. version may also be in demand among Japanese collectors because it has different graphics than the Japanese original, which was ranked by *PC Engine Fan* Magazine as one of the system's top five games of all time.




### • The Amazing Spider-Man: Web of Fire

**(Sega for the Sega Genesis 32X)**

You won't find too many 32X collectors, but those who liked this little system enhancement will unanimously cite this game as the most difficult to obtain. Unlike many of the other "holy grails" listed here, it isn't much fun to play, making it a cartridge for completists only.



### • Pepsi Invaders

**(Atari for the Atari 2600)**

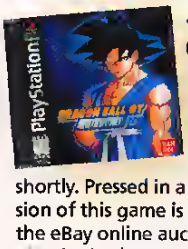
What? You say you've never HEARD of *Pepsi Invaders*? That's no surprise. The game was known for quite some time as "Coke Wins" until recent research by the good people at *Digital Press* unveiled some interesting information about the game from its original designer. According to him, only 125 copies of *Pepsi Invaders* were ever made, and they were never sold through any retail channels, mail-order or special promotion. They were given away at a Coca-Cola sales conference. The game is innocuously concealed in mystery; it doesn't even have a label. If you think you have one, you're one of the elite.




### • Congo Bongo

**(Sega for the Mattel Intellivision)**

This one is a conundrum to gamers, and especially to Intellivision collectors. *Congo Bongo* was a popular coin-op title, released by a large company and easily obtained on other gaming platforms; why the Intellivision version would be so scarce is perplexing. I personally have a complete Intellivision collection, and it cost me $200 to get this game with the box and manual. To put this in perspective, most Mattel-released Intellivision games found still sealed in their boxes go for $5 or less.




### • Dragon Ball GT Final Bout

**(Bandai for the Sony PlayStation)**

Did you ever think that a CD-ROM—ANY kind of CD-ROM, even one loaded with the home phone numbers of every swimsuit model on the planet—would go for $500? This game hasn't quite hit that mark yet, but it will shortly. Pressed in a limited quantity of only 10,000, the U.S. version of this game is exceedingly hard to find...unless you shop on the eBay online auction service, where final bids are currently running in the $300 range. As insane as it sounds, you need to pick this game up if you're ever lucky enough to stumble across it. Note: The Japanese version of the game is readily available in the U.S., but it's not compatible with North American PlayStation units without a special cheat device or hardware modification. Plus, it's in Japanese.




### • Jack Bros.

**(Atlus for the Nintendo Virtual Boy)**

This is really the only difficult game to find among the U.S. Virtual Boy releases, though *Waterworld* is becoming scarce. The Virtual Boy collector's real troubles begin when trying to get Japanese-only releases like *Space Invaders*, *SD Gundam Dimension War* or *Virtual Bowling* into their mitts. Still, the library is good fun and small enough to complete; there are only 14 North American Virtual Boy titles. And *Jack Bros.* is a great game; if you can obtain this one, the rest of the library will just fall into place.

**NEXT MONTH:** *Games that are NOT "Holy Grails." Stay tuned!*

# Video Gaming "Unplugged": Board Games

Let's wander once again from the path of pure electronic gaming and explore a little-known area of video-game collectibles, one that will satisfy your thirst for nostalgia and provide a nice diversion from the eye strain caused by 20 hours a day of *Grand Theft Auto III*. Board games based on video games come in handy in a few situations: when there are kids around and you don't want them anywhere near your television set, when video gaming is out of the question and more than one person wants to play a game (like in a hotel room) or when you just want something that looks good in your collection. If any of these situations have ever applied to you, read on. We're about to embark on a perilous gaming quest where there are no joysticks and no on/off switches...yet rolling barrels, ghosts and angry robots still lurk at every turn.

In this segment, I'll briefly describe a dozen of these games and how well they fare at satisfying the video-game "hunger" we all have. A few notes about the rating system I used here: "Aesthetics" applies to how good the game looks—its tokens, board, cards and any other component contained within, plus the box itself. "Rules" refers to the clarity of the instruction booklet after reading through it once. If we didn't have to go back to them during the game at all, that's a "10." (Never mind that these games are suggested for "ages 7 to 14"—I'm not that bright.) "Luck" applies to how much of a factor it plays in the game. Players would probably prefer a low number here, but as board games of this nature generally require dice, luck plays a substantial role in the outcome of most of them. Finally, "Similarity" refers to the game's likeness to its video-game counterpart. Ready? Let's go.




## Donkey Kong

| | |
|---|---|
| Aesthetics | 9 |
| Rules | 8 |
| Game Play | 8 |
| Luck | 9 |
| Similarity | 7 |

**(Milton Bradley)**

**Object:** Race against other Marios to reach Pauline at the top of DK's structure. Jump, hammer, or avoid barrels and fireballs. The winner is the player with the most points (100–300 point cards for hammering and jumping and 500 for getting to the top first).

The board looks terrific, much like the first screen of the arcade classic. You assemble a large plastic Donkey Kong that drops a little plastic barrel at the end of each turn. The real downside is that the game relies too heavily on luck.




## Frogger

| | |
|---|---|
| Aesthetics | 5 |
| Rules | 10 |
| Game Play | 5 |
| Luck | 8 |
| Similarity | 6 |

**(Milton Bradley)**

**Object:** Get three frogs across the playfield littered with cars and logs before your opponent does. The simplest of these board games, and surprisingly dull to boot. The problem is that it's too easy to send the opponent's frog back to start, resulting in a tedious dice-rolling contest. The board is a flimsy square (not the folding kind) which, like *Q*Bert*, doesn't fit in nicely with the others. Odd plastic dividers pop into the board creating an awkward, decidedly non-*Frogger*-ish look to the game




## Berzerk

| | |
|---|---|
| Aesthetics | 5 |
| Rules | 4 |
| Game Play | 4 |
| Luck | 9 |
| Similarity | 6 |

**(Milton Bradley)**

**Object:** Take turns as the humanoid while your opponent plays as the robots and Evil Otto. Shoot as many as you can for points, then escape the maze and try it again (up to three rounds). Unlike the video game, you cannot fry yourself or the robots on the walls, though there are walls printed on the board. Evil Otto has taken a more humanoid form (the grinning, bouncing head is sorely missed). We had to refer back to the rules several times; this was by far the most complicated of the games listed. The fact that we had to keep score on a pad didn't earn it any points, either.




## Jungle Hunt

| | |
|---|---|
| Aesthetics | 10 |
| Rules | 8 |
| Game Play | 6 |
| Luck | 5 |
| Similarity | 2 |

**(Milton Bradley)**

**Object:** Use swinging ropes to get from start to finish before the other adventurers. A mad monkey can knock you off of a rope, sending you back.

The video game's original features are all drawn on the board, but only the vine-swinging is intact. The board is beautifully drawn, the best-looking of all those listed here. The play mechanic is much different than the others as well, and it plays much better with three or four players instead of two.




## Centipede

| | |
|---|---|
| Aesthetics | 9 |
| Rules | 7 |
| Game Play | 8 |
| Luck | 6 |
| Similarity | 6 |

**(Milton Bradley)**

**Object:** Get your centipede to your opponent's end of the board while he or she tries to do the same.

You can shoot the centipede, but that's a second objective—very much UNlike the video game. A few other dissimilarities include indestructible mushrooms, no flea and a mechanized super-gun replacing the whimsical wand. Somewhat complicated, too, but the rules are adequate. The mushroom field never looked better, with excellent artwork along the borders and interesting token pieces. More of a "big kid" game.




## Pac-Man

| | |
|---|---|
| Aesthetics | 9 |
| Rules | 9 |
| Game Play | 10 |
| Luck | 5 |
| Similarity | 7 |

**(Milton Bradley)**

**Object:** Collect the most white marbles and you win.

We agreed that this was the best of the board games when more than two were playing—it's easy to learn, fun to play and allows the player a lot of control (note the low "Luck" rating). All of the game elements are here, but the frequent traffic jams of Pac-Men detract from the feel of the arcade original. Still, it's a great game and one that really lets the player control his or her fortune.

*continued*




## Pitfall!

| | |
|---|---|
| Aesthetics | 8 |
| Rules | 9 |
| Game Play | 3 |
| Luck | 7 |
| Similarity | 6 |

(Milton Bradley)
**Object:** Travel around the board—avoiding obstacles—and collect three different treasures, then race to the diamond before the other players.

This home video-game classic really loses a lot here. The game forces you into situations where you cannot move on your turn—something which would never happen to the REAL Pitfall Harry. There are also no real "dangers" here, only blockades. This one took a long time to play and we wanted to pack it up long before finishing our first game. Good-looking board, although Harry looks like he's put on some weight.




## Popeye

| | |
|---|---|
| Aesthetics | 7 |
| Rules | 8 |
| Game Play | 5 |
| Luck | 9 |
| Similarity | 8 |

(Milton Bradley)
**Object:** Taking turns as Popeye, Brutus and Olive, try to collect the most hearts as Popeye and prevent the others from doing the same on their turns.

The board replicates the first stage of the Nintendo coin-op. There are some design problems with this one—although the board looks fine, it's too easy to be killed as Popeye. If you roll one low number, the game could abruptly end! All of the video game's elements are here, though, including the spinach, the Sea Hag, the punching bag and the "thru" way that takes you off one edge of the playfield to reappear on the other edge.



## Q*Bert

| | |
|---|---|
| Aesthetics | 7 |
| Rules | 8 |
| Game Play | 9 |
| Luck | 6 |
| Similarity | 9 |

(Parker Bros.)
**Object:** Take turns as Q*Bert with the opponent playing all of the baddies. Whoever collects the most pegs from the pyramid on their turn wins.

This was about as close to the video game as you could get, except some of the bad guys are suddenly intelligent (Ugg, Wrong-Way, and the red ball move about randomly in the video game). The board is nicely organized and looks just like the pyramid from the video game. According to the rules, Coily can jump off the edge without being tricked by the flying disc...and that was the ONLY exception to the rules of the video game that we could find!




## Super Mario Bros.

| | |
|---|---|
| Aesthetics | 8 |
| Rules | 9 |
| Game Play | 7 |
| Luck | 8 |
| Similarity | 7 |

(Milton Bradley)
**Object:** Be the player to guide a single Mario past Bowser at the end of the game. Along the way, collect coins for extra lives and avoid obstacles placed by your opponents. Take turns moving Mario through the four worlds.

The game board is broken into four cardboard strips that look very much like sections of the video game, but we would've liked them attached to one another. In a strange twist, the youngest player gets to go first. (Discrimination against old people! Does Nintendo know about this?) The real downside to this game is that controlling Mario is a second objective. Killing Mario is the better path to victory! Also, there are no hidden surprises, an element that made the original game so much fun.




## Turbo

| | |
|---|---|
| Aesthetics | 5 |
| Rules | 10 |
| Game Play | 7 |
| Luck | 7 |
| Similarity | 5 |

(Milton Bradley)
**Object:** Race around the track with your opponents and an ambulance. First to the finish line wins.

There are only two real challenges on the course: a bottleneck and an ice field. Otherwise, it's just a flat-out race. There are immobile cars printed on the track as well. The game is fun and easy to learn, but bears little resemblance to its video-game brethren, which challenges you to pass cars, not reach a finish line.




## Zaxxon

| | |
|---|---|
| Aesthetics | 10 |
| Rules | 9 |
| Game Play | 10 |
| Luck | 4 |
| Similarity | 8 |

(Milton Bradley)
**Object:** Guide two planes through the outer and inner fortress, shooting down targets along the way. If you can get each plane to hit Zaxxon once before your opponent does, you win.

This game was second only to *Pac-Man* in overall enjoyment, and even better if there's just two players. The layout is very high-tech but understandable. The pieces are well-designed. Many situations can occur, including dogfights with the opponent. Luck doesn't play a big factor, so you have more control over the outcome than most of the games listed here. Could take a while to play due to Zaxxon's incredible advantage, but you can "bend" the rules a bit to shorten the game. We did, and still loved it.

## ROOM OF DOOM





This month's "Room of Doom" belongs to Andy Slaven of College Point, Texas. With an emphasis on the neo-classic systems (NES through Saturn), Andy is currently working on completing his NES and Super NES collections, and he is only three titles shy of completing his Sega Master System library as well. But Andy is most proud of the fact that he owns one of every video-game console released within the U.S., including the obscure Memorex V.I.S. and a complete boxed collection of its software.

I invite you to send in your own personal "Room of Doom" photos for display in a future edition of *Tips & Tricks Collector's Closet*. Send two or three photos of your proudly-displayed games to "Room of Doom," c/o *Tips & Tricks*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, and be sure to tell me about the highlights of your collection.

# JAPAN REPORT!

by Anatole Brown

## THE ART OF YU SUZUKI



With all the high-tech tools that game designers use to create games, it's easy to forget that some of the creators come from very traditional art backgrounds. Yu Suzuki, Sega's brilliant and prolific game designer, has always pushed the limits of technology with games like *Shenmue*, *Virtua Fighter* and *F355 Challenge*, but his first love was the canvas and paintbrush. Suzuki's father, a Renaissance Man of sorts, taught him how to appreciate the finer points of art and music when he was a child. Suzuki studied art all through junior high and high school, while churning out hundreds of paintings. These high school-era paintings were recently displayed at an art gallery in Yokohama, Japan. The exhibit, called *YS Art Works*, revealed his fascination for quaint European street corners in places like Italy and France, quite different from the Asian landscapes we've seen in *Shenmue*.







Yu Suzuki says that with *Shenmue II* and *Virtua Fighter 4*, he has found little time to paint at all these days. Last spring, however, Suzuki picked up the paintbrush for the first time in a long time while sketching some ideas for a new game and rekindled his love for the canvas. Only two of his most recent paintings were shown at the exhibit, but he plans to do more with his rediscovered passion in the future. So don't throw away those old drawings stuck on the refrigerator just yet! You might be a famous game designer one day!

## Ride a Choro Q!



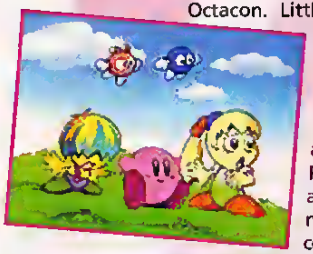
Ever want to ride one of those funky *Choro Q* cars? Takara, the maker of the *Choro Q* toys, has announced that it will be selling life-size *Choro Q* cars called "*Q* Cars." The mini *Choro Q* cars are very popular with collectors in Japan. There have been many video games featuring *Choro Q* cars; THQ released a *Choro Q* game for the N64 in the U.S. under the name *Penny Racers*. Two life-size *Q* Cars were recently revealed: 2010 (a red sports car model) and Modern Times (a car that resembles the Model-T). Both cars run on electricity and have a top speed of about 40 miles per hour. Although they're considered life-size, the cars are relatively small in scale and only fit the driver. Takara plans to have a national chain of car dealerships that specialize in *Q* Cars throughout Japan.



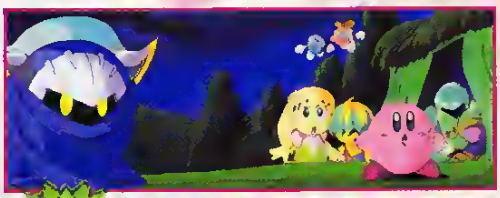
## The Kirby Show



Our pink and puffy friend, Kirby, landed himself a weekly cartoon show on TV in Japan. The show, *Hoshi no Kirby* (Kirby of the Star), airs every Saturday morning at 7:30 on networks throughout Japan. In the story, the citizens of Pupupuland have been suffering under the careless rule of King Dedede. The greedy king lives a life of shameless opulence and only cares for his pet octopus, Octacon. Little does the King know that the octopus is really an evil creature set out to destroy his land and kingdom. An ancient legend in Pupupuland tells of a hero from the stars named Kirby who will come and save the people. One day, a spacecraft appears in the sky and lands on Pupupu. Overjoyed at first, the people of Pupupu are quickly disappointed when a pink, round, balloon-like character jumps out of the spacecraft. Will Kirby be able to convince them that he is the legendary savior? Or will Octacon become the ultimate ruler of Pupupuland? Our bet is on the pink guy.







## TOMATO GIVEAWAY



In an unusual promotional campaign, Nintendo of Japan gave away pounds and pounds of...tomatoes! 20 contest winners in Japan received three pounds of tomatoes in the mail as part of a promotion for Nintendo's upcoming Game Boy Advance game, *Tomato Adventure*. That's about 50 tomatoes per winner! Someone's going to be making lots of pasta sauce for the next several weeks!

# COOL ZONE

*Honestly, the game-related goodies on this page are so cool, they'd probably stick to your tongue if you tried to lick 'em. That's why they belong in the...*

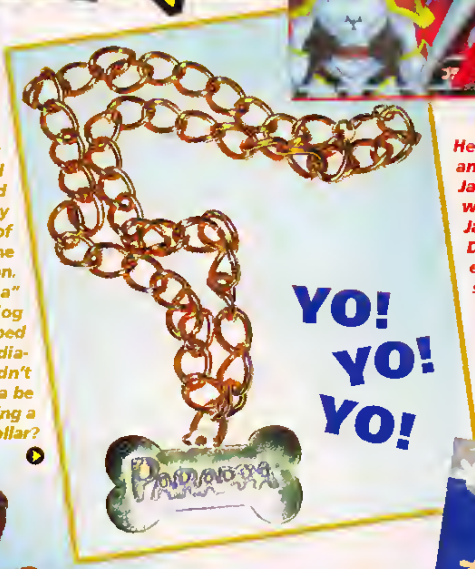


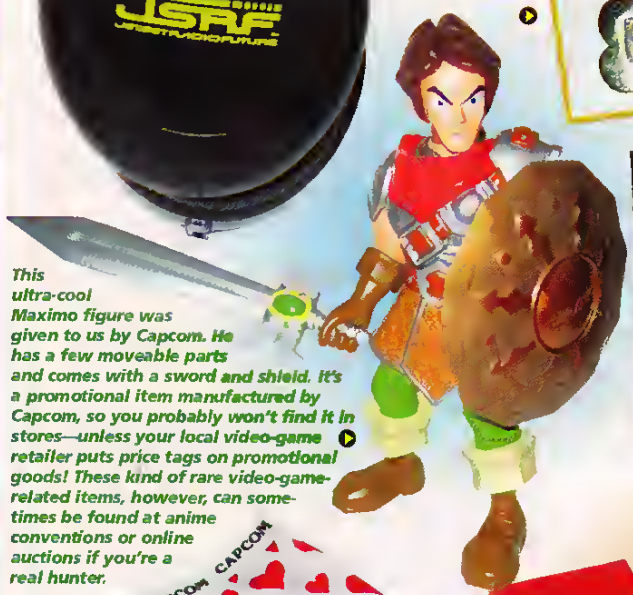

*Here's another Japanese candy-toy we picked up at our local Japanese food market. The Digimon Action Kit is an easy plastic model kit with snap-on parts and stickers. Here we have a model of Dukemon. There are four different Digimon model kits, all of them featuring the "mech-style" Digimon characters.*

*Sega sent us these huge Koss headphones with the "JSRF" (Jet Set Radio Future) logo. Now we won't hear the cops' sirens while we're spray-painting the TIPS & TRICKS logo on the sidewalk!*




*Bling-bling! Now here's a Cool Zone item that would make Flavor Flav proud: the Parappa gold chain! We received this Mac Daddy item as part of Sony's Parappa the Rapper 2 promotion. The word "Parappa" is written on a dog biscuit-shaped plaque in fake diamonds. Shouldn't Parappa be wearing a collar?*



*This ultra-cool Maximo figure was given to us by Capcom. He has a few moveable parts and comes with a sword and shield. It's a promotional item manufactured by Capcom, so you probably won't find it in stores—unless your local video-game retailer puts price tags on promotional goods! These kind of rare video-game-related items, however, can sometimes be found at anime conventions or online auctions if you're a real hunter.*







*Attach Gecko Grip self-adhesive pads to your favorite controller or Game Boy Advance and you'll never have to worry about losing your grip or getting blisters. Made of soft Polyurethane, they're available in five different colors from www.geckogrip.net.*




*Also from Capcom is this pair of heart-patterned Maximo boxers! In the game, Maximo loses his armor if he takes too much damage and will eventually be stripped down to his boxers if you play too carelessly. You certainly can't be called a bad lover wearing these!*




*Nyko just released two types of GameCube memory cards in several different colors. The standard 4MB GameCube memory cards retail for $14.99. The 8MB memory card has twice the regular capacity and retails for $19.99. Also in store from Nyko are the 16 MB and 64MB cards. You can't have enough of them save blocks!*

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